IMPERIUM

HORIZONS

A GAME BY

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INTRODUCTION

**Formidable adversaries are arrayed against you.
Opportunities waiting to be uncovered.
Your people stand ready. History beckons.**

Welcome to *Imperium: Horizons*. In your hands lies the destiny of one of the most storied peoples of history. As new opportunities open up, you must explore new lands, preside over dramatic scientific and cultural advances, and lead your people to become a cultural force. Expand too rapidly and unrest will bring your civilisation to its knees; build up too slowly and you might find yourself a mere footnote in the annals of history.

HISTORICAL NOTE

Imperium is a game that is based heavily in the history of peoples from all across the world in the time period 3000 BCE – 1000 CE. Historical accuracy has been a core value throughout development of this game, but the very mechanic of deck-building is inherently abstract, and the notion of a linear and inexorable rise of nations into empires is a knowing misrepresentation of actual events.

The original *Imperium* (*Classics* and *Legends*) games used identical Barbarian/Empire State cards for all nations. In *Horizons*, we introduce a number of new nations who, for a variety of thematic and historical reasons, fit even less into that overly simplistic paradigm than the ones before. However, in order to maintain mechanical and rules compatibility between all versions of the game, we have continued to use the original blue and red symbols, even when the words 'Empire' and 'Barbarian' would not correspond to the historical context depicted.

It is our hope that all versions of *Imperium* help to spark interest in the ancient world, and the peoples who lived in it. It is mechanically useful for a card game to make sweeping generalisations with words like 'Barbarian', 'Civilised', 'Nation' or 'Advance' – but real history is much more nuanced and complicated, and our game terms are most certainly never meant to pass judgement on others. Where possible we have used names, places, people, and thematic elements lifted directly from historical records – but every deck in this game falls well short of capturing the richness and complexity of real people and real history. So, if the themes and references in *Imperium* interest you, we highly encourage you to pursue that interest in other forms outside of the game!

THEME & MECHANICS

Playing *Imperium* is meant to parallel the way in which leaders – despite being powerful and in charge – are constantly forced to deal with shifting challenges and opportunities. You can't simply harvest when it's convenient – you need to wait for the proper season. You can't simply invent something on demand – you must wait until your thinkers have the idea. You can't meet new people or explore new lands until those opportunities arise – and you might be competing with other nations for them. These themes are represented both by the effects of the cards and by where they are played.

In *Imperium*, the cards available to you in your nation's deck represent your current civilisation state. Your nation's higher-powered cards, which you slowly unlock through the game, represent your potential in the future.

The internal disorder in your civilisation and opposition to the current leadership are represented by *Unrest* cards that have no function and clog up your deck during the game. One way they are added to your deck is through adding new cards from the Market, as change and new ideas always result in some resistance which you must deal with. In other cases, Unrest might represent general malcontents or troublemakers sent by your opponent.

The cards in your Play area in front of you are the focus of your current leaders or government. The most prominent part of your Play area is usually the Regions in which your civilisation has settled. When a Region goes from your deck to your Play area, it becomes something that is in active use, as opposed to Regions still in your deck or hand, which are yours to claim but you have yet to develop.

Abandoning or Recalling a region doesn't remove it from your civilisation – it just means that it is no longer available to tax or improve. When you play the *Glory* card, which requires you to Abandon three Regions in play, it represents your government focusing on some new (glorious) activity – such as building statues or hosting celebrations – as opposed to productive governance. Hence your regional infrastructure suffers from lack of attention and Resources.

Regions can also have cards Garrisoned in them by tucking cards underneath. That doesn't constitute a military defence – it represents your civilisation pushing something (a problem, or something you can't yet use) out into the provinces and leaving it to be addressed later (if at all). History is like a permanent Garrison under your Power card. With very few exceptions, cards in History can never be used again, though they are still counted during Scoring. Most civilisations place cards into History to thin their decks, and cards with powerful effects are often limited to a single use by putting themselves in History once they've been played – thematically representing a great leader who achieved a lot in one lifetime but, compared to the length of a civilisation, vanished rather quickly.

Of course, it is very possible to play *Imperium* without considering how the mechanical actions of the game might be interpreted as a historical sandbox. But we think it's a good deal more fun that way. And if you notice the parallels between theme and effects on cards, you might find it easier to conceptualise a strategy too.

USING THIS RULEBOOK

Imperium is a game meant to be played many times. It has a large number of possible game combinations available in each box (especially *Horizons*) and it can be daunting to learn the rules while also choosing between so many options and reading so many exceptions to the rules.

The best way to learn to play is to select a simpler civilisation deck which interests you (see their Complexity rating: the lower, the simpler). With that deck selected, go through the Player setup sequence, and then do the Commons setup. Next read the How to Play section – including Clean-up and Scoring – and finally the Core Concepts section. You might need to refer back to the Clean-up and Reshuffling sections a few times, and certain unique civilisation elements might seem confusing at first, but it's always better to press on through to get a sense of the game start-to-finish. If you teach the game to new players, we suggest you let them read the Core Concepts first (or walk them through the concepts yourself), and then guide them through a few turns with open hands, to understand their options.You might also enjoy playing along with the Example Turn, to get a sense of the strategic considerations.

Once you understand the basics, the Keywords section is designed to be the chapter of this book that you turn to for specific rules questions and clarifications. Words that are underlined, bold, and in italics are always Keywords, and we encourage you to look them up when encountering them for the first time. Even something as simple as ***Look*** (see page 38) or ***Take*** (see page 40) can have rule clarifications attached. All players should be able to refer to the Keywords section during play.

If you're learning the game solo, we recommend you try the Practice Mode variant to start (see page 24). This is a solo game variant with a streamlined opponent. The full Solo Mode (see page 28) has opponent-specific rules that add a lot of flavour and unique challenges once you understand the mechanics. The Practice Mode can also be used later, to familiarise yourself with a civilisation you have never played before.

The *Classics* and *Legends* boxes each come with a set of Commons cards. *Horizons* has its own set of new Commons cards, some of which have or icons. The icon indicates which cards should be removed for a Lowered Aggression game (see page 24). Keeping them in play preserves the distribution of cards found in *Classics* and *Legends*. The cards are "trade friendly" alternative cards, allowing players to create different sorts of games. When using the Commons cards from *Horizons*, include either the cards marked **or** the cards marked but not both! For your first game you should use , as the cards rely on new rules and concepts introduced as part of the Trade Routes expansion.

The Trade Routes expansion, included in *Horizons* (see page 26), introduces even more ways for players to interact and gain Resources. **Some of the new civilisations require that Trade Routes be used**, but any civilisation (even those from *Classics* & *Legends*) **may** use Trade Routes. We think you'll eventually want to use the expansion more often than not.

Rules pertaining only to the Trade Routes expansion are highlighted with a blue background throughout these rules.

Rules pertaining to the solo mode are highlighted with a pink background throughout these rules.

FOR OWNERS OF *IMPERIUM: CLASSICS* AND *LEGENDS*

Welcome back. *Imperium: Horizons* is the same *Imperium* game you learned before. The rulebook has been rewritten for clarity, so you might want to give it a read, but our intention is that no rules have fundamentally changed – there is nothing you have to unlearn. We have however added some **REMINDERS** for those rules that players tend to miss or forget.

A new Resource, Goods , has been added; the restrictions on when you can ***Develop*** your cards have been adjusted to fit the new civilisations; a new keyword '***End of Solstice***' appears on a few cards; and for solo players a new keyword '***Resolve***' appears on some Bot State cards, but we are confident you will pick these up in no time. Once you have had a chance to familiarise yourself with the new Commons deck, check out the new **Trade Routes** expansion included in this box, which will introduce a lot of new mechanisms and is compatible with everything that came before.

You can use all *Classics* and *Legends* civilisations with the *Horizons* Commons deck. You can use all *Horizons* civilisations with the *Classics* and *Legends* Commons decks, but some may require the Trade Routes expansion (see page 26).

If you should find minor contradictions between this rulebook and (especially earlier printings of) the *Classics*/*Legends* rulebook, this rulebook reflects our current intentions and should be used going forward.

REPLACEMENT CARDS

Important! Before you play for the first time, identify all the 49 replacement cards included in *Horizons*. Their card numbers start with 1 or 2 (since they're meant to replace cards in *Classics* and *Legends*) and are identical to the reference number of the card they are meant to replace (even if the card's name might have changed) except with an extra 'X' in their code. For example, 2REG3X/14 *Peak* is meant to replace 2REG3/14 *Mountain* in the *Legends* box, while 1CAR2X/23 *City of Carthage* is meant to replace the card of the same name in the Carthaginians deck in the *Classics* box.

- If you do not own *Classics* and/or *Legends*, keep these cards in the box, as you do not need them (for now).
- If you do own *Classics* and/or *Legends*, replace the matching cards with these, permanently. (You can throw away the originals if you want; you will never need them again.)

Most of these cards serve to integrate new icons and strategies introduced in *Horizons* to the Commons decks of *Classics* and *Legends*, while some cards are meant to adjust the balance of certain nations or strategies both in isolation and when mixed with *Horizons*.

CORE CONCEPTS

Imperium is a complex game, but it is built up from a collection of less complex core concepts. Understanding these core concepts will not only help you learn and teach the game, but it also will provide you with a solid foundation for understanding how the more complex civilisations break or adjust these expectations. Take all text on cards literally, and don't assume things not mentioned on the cards (or explicitly mentioned in these rules). When in doubt, refer to the keywords section.

CONCEPT ONE: DECK CYCLING

Imperium is a deck-building game, which means that each nation begins with the same, roughly ten cards every game. Over time you add or remove cards from your deck, reshuffling your Discard pile when your deck is empty so that you can always ***Draw*** a new hand of cards at the end of each turn.

Imperium gives most civilisations a deck of Nation ☾ cards, the bottom card of which is their Accession ● card. Usually when you are about to reshuffle your Discard pile to form a new deck, you put the top card of your ***Nation deck*** into your Discard pile first – effectively increasing your deck size by one each time you shuffle (see 'Reshuffling Your Draw Deck', page 16).

Contrasting with the Nation deck is your stack of Development ✦ cards. Once your Nation deck is empty and you need to reshuffle again, you have the opportunity to ***Pay*** the Development cost on any of the cards in your Development area, and add it to your Discard pile. These are often big point cards or strategy-defining advantages, so adding the right Development card to your deck at the right moment (and being able to Pay its Development cost!) is a big deal, strategically.

Most civilisations are desperate to get some or all of their ☾ and ✦ cards, so cycling through your deck as fast as possible is often an important focus of the game. However, each civilisation in *Imperium* is unique, and all of the guidelines here are bent and/or broken in at least a few cases.

CONCEPT TWO: RESOURCES

The game has four Resources: Materials, Population, Progress, and Goods. In most cases, Region cards are the source of Resources, either directly or through card effects as with the card *Prosperity*. The various icons on cards thematically representing the properties of lands you hold are frequently tied to Resource generation effects.

Resources may be located in the Supply shared by all players, a player's Resource pool, or on cards in the players' areas. Resources may be moved around in a number of ways through the keywords ***Gain*** (see page 38), ***Place*** (see page 39), and ***Pay*** (see page 39). Resources on cards (whether yours or the Market's) are not available to be paid or moved, and do not count as yours during Scoring (unless explicitly noted otherwise).

Resource tokens are not meant to be limited. You may use the higher denomination tokens (5s and 10s) to make change any time as convenient. When resolving the Pay keyword, some Resources may be converted for others (see page 36). This is however not true for the Move keyword, or any other time that is not explicitly permitted by an effect.

CONCEPT THREE: ACTIONS AND EXHAUSTS

During most of your turns, you will take a number of ***Actions*** and ***Exhaust*** abilities depending on the number of and tokens you have. This will normally be 3 tokens and 5 tokens but can vary.

Your 3 tokens are used to track Actions as you take them. The most common Action is simply playing a card from your hand. Putting a into play, using an ***Attack*** card (see page 36), and ***Returning*** an *Unrest* card are all examples of Actions.

tokens are used to track Exhaust effects that trigger only once per turn, found on cards that stay in play in front of you (see In-play cards on page 38). Exhaust effects often generate Resources, interact with icons, or Draw cards. Some civilisations change the default number of tokens you use during play.

tokens are also used to mark if you add a new card to your deck during a reshuffle – this prevents players from repeating the effect and thus adding multiple cards to their deck in a single turn. But remember that it also ties up one of your tokens, thus reducing your available tokens for the rest of your turn. At the end of your turn you remove all tokens before Drawing a new hand of cards – so there is always a full set of tokens available during your end-of-turn Draw/Reshuffle, when it is most common to add a new Nation or Development card to your deck. (See 'Reshuffling Your Draw Deck' on page 16.)

CONCEPT FOUR: GAINING NEW CARDS

In *Imperium*, new cards almost always go directly into your hand. It is very common to spend an Action adding a new card into your hand, and then spend your next Action playing that card! There are four ways to gain cards.

The most common method is using the ***Acquire*** effect (see page 36) to gain a card from the face-up Market row of five cards. Some Acquire effects specify that only certain suits may be Acquired, and others might allow you to Acquire any of the five cards. In all cases, when you Acquire a Market card you also ***Take*** any underneath it and any Resource tokens on it. All Market cards except cards will have a underneath them. Cards Acquired from the Market are immediately replaced, such that there are always five available.

The second most common (and more powerful) method to gain cards is via a ***Break through*** effect. This can be used in two distinct ways:

1. Gain a card and any Resources from the Market row (just like Acquire), but any is put back on the *Unrest* pile instead of taking it into your hand.
2. Dig into one of the face-down Small decks and take the first card of the appropriate suit you find.

Take and ***Find*** (see page 38) are effects which directly move cards into your hand (or elsewhere, as specified).

CONCEPT FIVE: FAME AND GLORY

Many cards give victory points, but the largest gains come from cards in the Fame deck. Deciding how often you want to access that deck for points is a core decision for all players of *Imperium*. Some cards are worth ten victory points or more, but taking them often comes at a heavy cost, which can set you back several turns.

The most common way to gain cards is with the card *Glory*, which requires that you ***Abandon*** (place in your Discard pile, see page 36) three cards in play. Those lost regions require Actions to be put in play again, thicken your deck and make it take longer to cycle in new Nation/Development cards, and do not provide you Resources while they are out of play. Weighing up when to play *Glory* is then a tough choice to make.

COMPONENTS

COMMONS CARDS

9 Fame cards, including *King of Kings*
18 Civilised cards (3 , 3)
25 Uncivilised cards (4 , 3)
14 Region cards (1)
13 Tributary cards (2 , 1)
12 *Unrest* cards

14 NEW CIVILISATION DECKS

23 Abbasids cards
23 Aksumites cards
29 Cultists cards
24 Gupta cards
25 Inuit cards
24 Japan cards
27 Magyars cards
29 Martians cards
28 Mayans cards
29 Polynesians cards
24 Sassanids cards
24 Taino cards
27 Tang cards
23 Wagadou cards

ADDITIONAL CARDS

4 State cards

32 Bot State cards

49 Updated cards for replacing cards in *Classics* and *Legends*

2 Quick Reference cards

261 TOKENS

21 Exhaustion tokens
18 Action tokens
6 Slot markers

48 Materials tokens
48 Population tokens
48 Progress tokens
36 Goods tokens

14 TRADE ROUTE EXPANSION CARDS

1 Fame card (*Welcoming*)
4 Merchant/Merchant Empire cards
9 Trade Route cards

1 Market board in three parts

4 Player organisers in two parts

4 King of Kings tokens

1 Six-sided die

1 Solstice token

20 Cultist tokens

1
CHAOS
Pay 1 to return this card to the chaos pile.
IMPORTANT: If the chaos pile is empty when Collapse is triggered, the Cultist player AUTOMATICALLY WINS.
10
3CUL25/30
2
-3 VP

RIVER RAIDERS
5
7
Draw a card. Steal 1 from each other player. Anyone unable to pay takes a and gains 1 .You MAY garrison this card under a with you have in play to gain 1 action.
12
13
3UNC14/25
2 VP
per

1: Classics
2: Legends
3: Horizons

3CIV1/18 — #/#: card reference

CIV: Civilised cards
FAM: Fame cards
MERC: Merchant cards
REG: Region cards
TRI: Tributary cards
TRO: Trade route cards
UNC: Uncivilised cards
UNR: *Unrest* cards

ABB: Abbasids
AKS: Aksumites
ART: Arthurians
ATL: Atlanteans
CAR: Carthaginians
CEL: Celts
CUL: Cultists
EGY: Egyptians

GRE: Greeks
GUP: Guptas
INU: Inuits
JPN: Japan
MAC: Macedonians
MAG: Magyar
MAU: Mauryans
MAY: Mayans

MIN: Minoans
MRT: Martians
OLM: Olmecs
PER: Persians
POL: Polynesians
QIN: Qin
ROM: Romans
SAS: Sassanids

SCY: Scythians
TAI: Taino
TAN: Tang
UTO: Utopians
VIK: Vikings
WAG: Wagadou

CARD ELEMENT BREAKDOWN

1. **Card name:** the name of the card.

2. **Suit icon:** most cards have a suit icon. These are essential when you gain new cards from the Market and are frequently referenced by other cards.

SUIT ICONS

- **Region**: areas under your nation's control.
- **Uncivilised**: traditional cultural technologies and customs.
- **Civilised**: highly structured or centralised technologies and customs.
- **Tributary**: peoples who have pledged loyalty to your nation.
- **Fame**: memorable deeds of your nation.
- **Unrest**: internal strife and disorder in your nation.
- **Gadget**: dangerous items of curious origins, brought by the Martian civilisation.
- **Power**: the fundamental rules of the nation you are playing. Side A is Advanced, side B is Basic.
- **Trade Routes:** hubs of commerce allowing trade between nations.

3. **Banner:** the colour of the banner behind the card's name matches the card's suit. These are particularly important during setup. Cards without a suit have a grey banner. Cards with multiple suits use the banner colour appropriate for setup.

4. **Header icon:** and cards remain in play. cards affect other players. Power cards have an A and a B side.

5. **State symbol(s):** many cards have a state symbol such as or . The Polynesians and Cultists have their own unique symbols. You cannot play a card that has a state symbol unless your current State card matches (at least one of) the symbol(s) shown on the card. Some cards show two state symbols, meaning your current State cards must match at least one of the symbols shown.

6. **Card type icon:** some cards have card type icons that have no innate effect but may be referenced by other cards. For example, the card *River Raiders,* grants 2 VP for each icon in your possession at the game's end.

CARD TYPE ICONS

City	**Mask**	**Ocean**
Fertile	**Merchant**	**Production**
Hunt	**Metropolis**	**River**
Knight	**Miracle**	**Scroll**

7. **Effect text:** details what the card does and when it is activated. See page 14 for how to read this text.

8. **Development cost:** cards have a Development cost, usually a quantity of , , and/or tokens that you have to spend to ***Develop*** it.

9. **Nation colour:** the colour of this corner indicates that the card is part of a specific Nation's deck. Cards without a coloured corner are part of the "Commons" cards used in every game. (This is useful for sorting your cards after each game.)

10. **Starting location:** the symbol on the nation colour indicates where the card starts during setup:

STARTING LOCATIONS

- **In play**: in your Player area
- **Nation**: in the Nation deck
- **Accession**: at the bottom of the Nation deck
- **Development**: in the Development area
- **Supply**: in the *Unrest* pile
- **Chaos**: a deck of special havoc for the *Cultist* player

11. **Player count:** cards with a 3+ aren't used in a solo or two-player game. Cards with a 4 aren't used in a solo, two-, or three-player game.

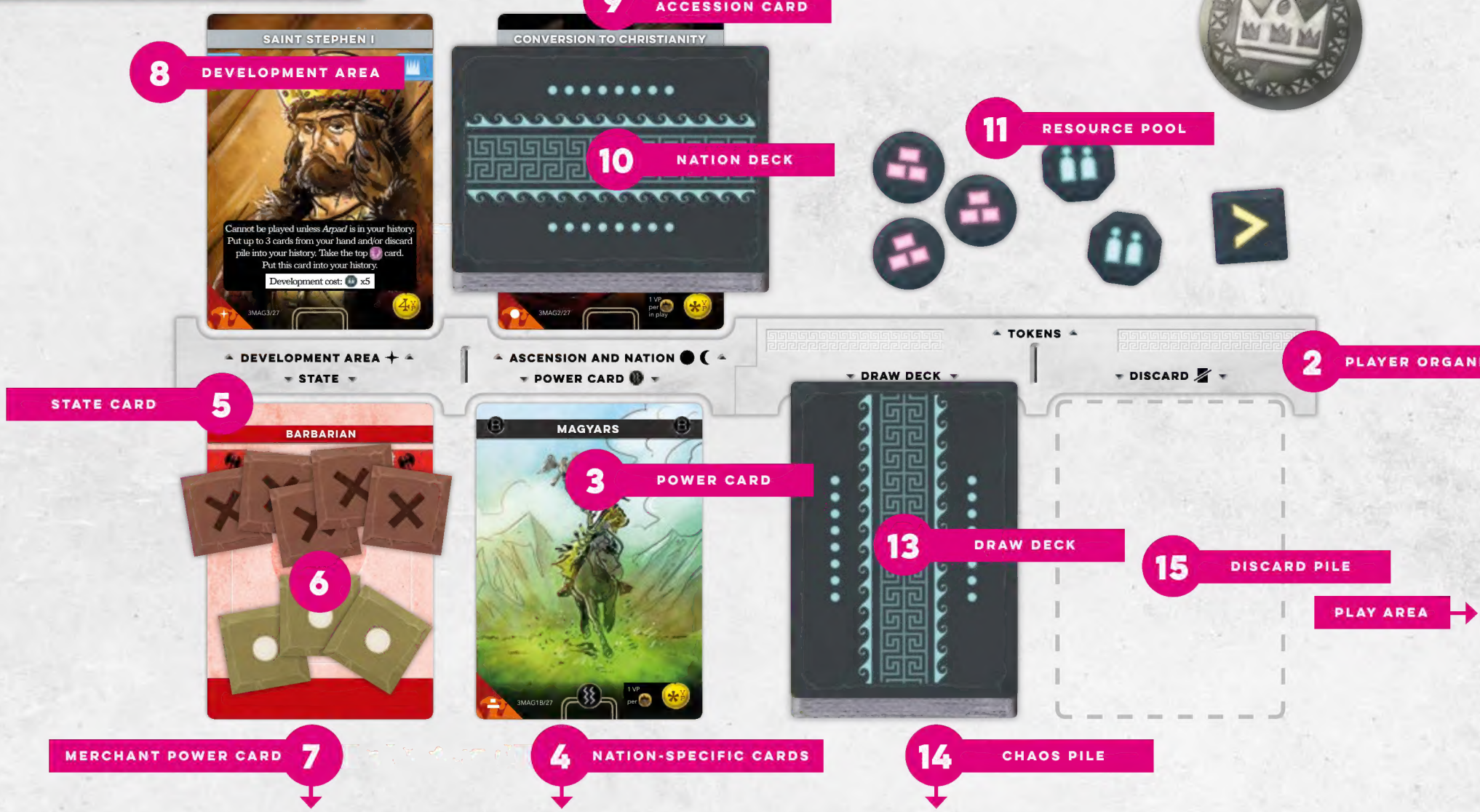
12. **Expansion:** cards with a are only used when playing with the Trade Routes expansion (see page 26). Cards with a and symbol cannot be used in the same Commons deck (see step 3 of the Commons setup on page 13).

13. **Card number:** a number reference for the card. If the first digit of the reference is a 1, the card is from the *Classics* box. If it's a 2, it is from the *Legends* box. Cards from the *Horizons* box begin with a 3.

14. **Victory points:** how many victory points the card is worth at the end of the game, if any. Cards with a icon are worth X points. Cards with a or icon are worth a variable number of victory points, as specified on the card. Cards with a icon are worth negative X points.

Note that if this is your first-time learning *Imperium*, don't be intimidated by references to more complicated civilisations, or civilisations that are not even in this box! Just ignore them, along with any mention of the Trade Routes expansion, as it is intended for experienced players.

SETUP



PLAYER SETUP

Each player takes the following steps:

1. Choose a nation and take all the associated cards, as indicated by the colour in the bottom left corner. Before choosing a nation, you should look at the 'Nations' chapter for an overview of the different decks.

> If you are not playing with Trade Routes, you may not choose one of the 6 nations with the icon.

2. Take a **Player organiser**, slot the pieces together and lay them in front of you.

3. Place your single card in front of you, underneath your Player organiser. You can place it either side up, but you cannot change this later in the game. This is your **Power card**. *For new players, we recommend playing with the B side up (B for Basic, A for Advanced).*

4. Place any other cards below your Power card, if you have any. *Only the Arthurians, the Cultists, the Polynesians, and the Utopians have additional cards.*

> If you're playing as the Arthurians, place *King Arthur's Court* face up below your Power card.
>
> If you're playing as the Cultists, put *Research the Ceremony* on top of *Ceremonial Gathering* and place them below your Power card. The top card in this pile is your ceremony card.
>
> If you're playing as the Polynesians, place *Mana* face up below your Power card.
>
> If you're playing as the Utopians, put *Visions of Shangri-*La on top of *Gates of Shangri-La* and place them below your Power card. The top card in this pile is your journey card.

5. Place a **State card** with the side up underneath your Player organiser.

If you're playing as the Atlanteans, instead place your State card with the side up.

If you're playing as the Cultists, place your State card with the side up, on top of your custom State card that has the *Corrupted* side up.

If you're playing as the Inuit, use their custom State card with the *Summer* side up.

If you're playing as the Martians, use their custom State card with the *Alien* side up.

If you're playing as the Polynesians, use their custom State card with the *Isle-bound* side up.

If you're playing as the Taino, use their custom *Free Tribes* State card (it's identical on both sides).

If you're playing with the Inuit, the Martians, the Polynesians, or the Taino, return your regular (**Barbarian**/**Empire**) State card to the box.

6. Take 3 tokens, and 5 tokens (unless your card indicates otherwise). Place these tokens on your State card.

If you're playing as the Cultists, Inuit, Polynesians, Taino, or Utopians, use a base of 3 tokens instead of 5 , as indicated on their card.

If playing with Trade Routes, give each player an additional token.

7. If playing with Trade Routes, take a *Merchants* card (they are identical) and place it face-up (with the *Merchants* side showing) below your State card.

8. Place all the cards face up above the Player organiser. This is your **Development area**. For most nations, the cards are your **Development cards**.

For the Arthurians, these are your **Quest cards**. When quest cards are in the Development area, they are considered to be impending quests for your **Quest area**.

The Cultists, Vikings and Utopians do not have any Development cards.

9. Place the card face up above your Player organiser. For most nations, the card is your **Accession card**.

The Atlanteans, the Cultists, the Inuit, and the Utopians don't have a card.

10. Shuffle the cards into a face-down deck and place it perpendicular across the top of the card. This is your **Nation deck**.

The Atlanteans, the Cultists, the Inuit, and the Utopians do not have a Nation deck.

11. Take a King of Kings token, 3 , 2 , and 1 . The , , and tokens form your initial **Resource pool** (tokens may also be added here). The King of Kings token should be placed next to your Resource pool with the lighter side facing up.

If there is a Martian player, give them an **additional** 20 or 25 , as indicated on their card.

If playing with Trade Routes, give each player 1 instead of the 1

12. Put aside any → cards. They will be used in step 6 of the Commons setup. Only include 3+ and 4 cards if playing with that many players or more, otherwise return them to the box. All → cards are cards.

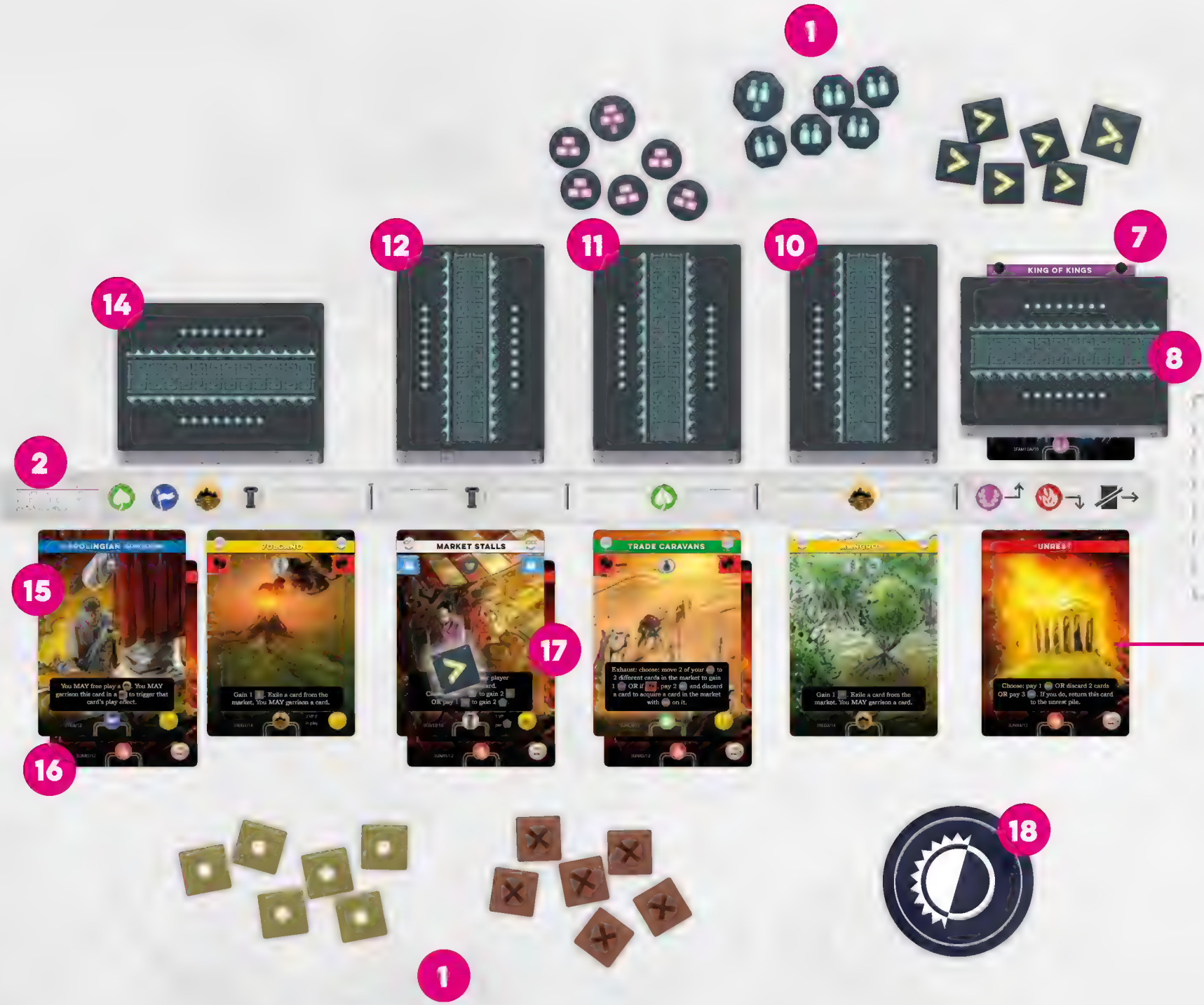
The Arthurians, Celts, Cultists, Guptas, Inuit, Magyars, Martians, Mayans, Olmecs, Polynesians, Qin, Tang, Utopians, and Vikings have → cards.

13. Shuffle all remaining cards (the cards from your civilisation which have no icons in the lower left corner) into a face-down deck and place it below your Player organiser. This is your **Draw deck**.

14. If you're playing as the Cultists, place all *Chaos* cards below your Draw deck to form the **Chaos pile**. Only include 3+ and 4 cards if playing with that many players or more, otherwise return them to the box.

15. Leave a space next to your Draw deck for a face-up **Discard pile**, and a larger area to the right for your **Play area** where your In-play cards will be placed.

16. ***Draw*** (see page 37) five cards from your Draw deck to form your starting hand.


1
2
7
8
10
11
12
14
KING OF KINGS
MARKET STALLS
TRADE CARAVANS
15
16
17
6
18
1

COMMONS SETUP

1. Place the remaining , , , , , and tokens on the table, easily accessible to all players. This is the **Supply**.

2. Place the **Market board** in the middle of the table, easily accessible to all players. For a normal game, place it so that the side without icons is showing.

> If you are playing with Trade Routes, place the Market board so that the side with the icon is showing.

3. Select a set of **Commons cards** (all cards without a Nation colour). You may use the cards from *Classics*, *Legends*, or *Horizons*.

> If you are playing with Trade Routes, you must use the cards with the icon in the Horizons Commons deck. To do so, you must remove all cards with the icon from the deck.

4. Sort all the Commons cards by the colour of their banner. In most cases a card's banner colour corresponds to the suit icon at the bottom: , , , , , , , and . Some cards use multiple suit icons, and during the game they count as cards of both suits. During setup however, the banner colour takes precedence.

> If using nations and commons cards from different boxes, check if any of the cards have the same name as one of the players' chosen nations. For each card that does, replace it with a random card from a different set of commons cards. If the new card shows a 3+ or a 4 and you're playing with fewer than the indicated number of players, or if it has the same name as one of the players' chosen nations, draw a different replacement card instead.

5. If you are playing with three players, remove all 4 Commons cards from the game. If you are playing with two players, remove all 3+ and 4 Commons cards with from the game.

6. Place all the cards face up, below the icon on the Market board. This is the ***Unrest* pile**. Include any → cards put aside by the players during step 10 of their player setup. These can be in any order. Leave space to the right of the *Unrest* pile for the **Exile pile**.

7. Place the card *King of Kings* with the side showing, above the icon on the Market board.

8. Shuffle the remaining Fame cards into a face-down deck and place it on top of the *King of Kings* card, perpendicular to it. This is the **Fame deck**.

> If playing with Trade Routes, shuffle the *Welcoming* card into the Fame deck. (The Trade Routes expansion increases the size of the Fame deck by one card!)

9. Remove cards from the top of the Fame deck and return them to the box unseen until the deck has the indicated number of face-down cards (excluding *King of Kings*), appropriate for the player count, as listed below.

> If playing without Trade Routes:
> 2 players – 6 cards | 3 players – 7 cards | 4 players – 8 cards

> If playing with Trade Routes, increase the final deck size by 1.

> When creating the deck, deck, and deck (steps 10–12), the number of cards in each depends on the number of players:
> 2 players – 6 cards | 3 players – 7 cards | 4 players – 8 cards

10. Shuffle the cards. Place the appropriate number of cards in a face-down Small deck above the icon on the Market board. This is the **Region deck**. Set aside the other cards for now.

11. Shuffle the cards. Place the appropriate number of cards in a face-down Small deck above the icon on the Market board. This is the **Uncivilised deck**. Set aside the other cards for now.

12. Shuffle the cards. Place the appropriate number of cards in a face-down Small deck above the icon on the Market board. This is the **Civilised deck**. Set aside the other cards for now.

13. Shuffle the cards. Place one card face up on the bottom of each of the Small decks (Region, Uncivilised, and Civilised, created in steps 10–12). Then, if playing with 3 players, remove one of the remaining cards (without looking at it) from the game. If playing with 2 players, remove two. Set aside the remaining cards for now.

14. Shuffle all the remaining , , , and all the cards to form the **Main deck**. Place the Main deck face down to the left of the Civilised deck, above the on the Market board. Placing the deck horizontally helps to make it distinct from the other decks.

> If playing with Trade Routes, shuffle the remaining cards into the Main Deck.

15. Draw one card from each of the Region, Uncivilised, and Civilised decks and place each card face up, below the Market board opposite its respective deck. Draw two cards from the Main deck and place them face up side-by-side below the Market board opposite the deck. Together, these five cards form the **Market.**

16. Place a card from the *Unrest* pile underneath each card in the Market that is not a .

17. Add a token on each card in the Market with a white banner.

18. Decide which player will go first. Play passes to the left. Place the Solstice token as if it were a player between the last player and the first. The position of the Solstice token acts as a reminder that everyone simultaneously resolves their **Solstice** effects (see page 16) after the last player's turn, but before the first player begins a new round.

FLOW OF PLAY

The game is played over an indeterminate number of rounds. Each round starts with the player to the left of the Solstice token taking the first turn. Turn order proceeds to the left. Play continues until either Scoring or Collapse is triggered, which signals the end of the game (see page 17).

In each turn, you will declare what type of turn you are taking:

ACTIVATE OR INNOVATE OR REVOLT

Once you have finished resolving one of the above turns, you will Clean-up (see next page).

After you have cleaned up, the player to your left takes their turn. If the Solstice token is between you and the player to your left, all players resolve all their ***Solstice*** effects before beginning the next round. Solstice is always the last thing to happen each round (see page 16).

THE 'ACTIVATE' TURN

When you take an Activate turn, you can take ***Actions*** (see page 36) and use ***Exhaust*** abilities (see page 37) in any order and in any combination. When you cannot or no longer want to take Actions or use Exhaust abilities, you will move on to Clean-up. Players typically Activate on most turns of the game, unless very specific circumstances make it beneficial to Innovate or Revolt.

TAKING ACTIONS

To take an Action, first set aside a token from your State card. If you have no tokens on your State card, you may not take an Action. (For the main exception, see ***Free play*** on page 38.)

The most common type of Action is to play a card from your hand into your Play area and resolve its effects according to the card text. Any other effect that costs an Action will be explicitly noted.

If a card has a State symbol such as or , you can only play it from your hand if your State card shows the same symbol.

> A few cards in the Cultists' deck show two State symbols; your State card needs to show one of them to be allowed to play such a card.

Cards where the first line of text starts with Exhaust, ***Passive*** (see page 39), or Solstice have no immediate effects when played. These are all cards.

> cards have a ***Commerce*** effect, which resolves when you play the card (see page 37).

When a card is played, resolve all effects as much as possible (see below for guidance), including resolving any responding triggered effects such as Passive abilities or deck reshuffling (see 'Reshuffling Your Draw Deck' on page 16). Afterwards, place the card in your Discard pile unless the card indicates that it should be placed elsewhere. If a card has a it remains in your play area after you play it.

> The cards have the special icon instead of . Like , cards with remain in your play area after being played. However, they are NOT cards, and are not affected by things which specify .

Many cards have keywords. These are explained in detail in the Keywords section (see page 36) and are denoted in-text as bold, italics, and underlined.

RESOLVING AND INTERPRETING CARD TEXT

When resolving card text (whether from a played card, Passive effect, Solstice effect, or Exhaust effect) there are a few important principles which should help you make sense of even the most complex cards.

1. Each sentence should be resolved individually, starting with the first sentence.

2. Each sentence should be resolved as much as possible. **Text immediately following MAY is always optional, everything else is always mandatory.**

3. If no part of a card's text can be resolved, you cannot play that card.

4. If a card does not explicitly state where it should go after resolving, it goes to your Discard pile. This does not apply to cards.

> This also does not apply to cards.

5. Anything that comes before "to" is a cost. As in "Do X to gain Y" (X is the cost, Y is the result). You may ***Pay*** (see page 39) a cost, even if the text's effect cannot be resolved or the resolution is uncertain.

6. Anything involving "Pay" or "Move Resources" is a cost, even if not followed by a "to".

7. If some or all of the mandatory costs on a card cannot be resolved, you cannot play that card or trigger that effect.

8. Always fully resolve the cost(s) before beginning to resolve the rest of the effect.

9. If you Pay a cost (optional or not), you **must** resolve the result (as much as possible).

> Some Resources can be substituted for others. See the keywords section, page 39, for rules on substitutions.

USING EXHAUST ABILITIES

You can only use an Exhaust ability on your own Activate turn, unless the card specifies otherwise. You can never use Exhausts during Solstice, or during Revolt or Innovate turns.

To use an Exhaust ability, choose a card with the Exhaust keyword that does not have a token on it. This can be an ***In-play*** (see page 38) card, or it can be your Power card. Move a token from your State card onto that card. If you have no tokens on your State card, you may **not** use an Exhaust ability. If a card already has a token on it, you may **not** use the Exhaust ability shown on that card.

You may use an Exhaust ability on an In-play card with a state symbol such as or , regardless of which symbol is showing on your State card.

Once you have placed your token, fully resolve the effect indicated after the Exhaust keyword. Some Exhaust abilities specify a cost. If you cannot Pay the specified cost, you may not use that Exhaust ability.

If an Exhaust ability responds to an effect you or another player resolves (such as "when an opponent Takes ..."), the Exhaust ability happens as soon as the triggering effect is finished. If that effect is triggered by a card with multiple sentences, the response ability happens after the sentence with the triggering effect is finished, but before the next sentence begins.

THE 'INNOVATE' TURN

An Innovate turn allows you to ***Break through*** (see page 36) for a card, at the expense of not doing anything else. During an Innovate turn you take no Actions and may not use any Exhaust abilities. Instead, do the following:

1. Place all the cards in your hand into your Discard pile.
2. Break through for a , , , or (see page 36).

> **Note** that you may **not** use the Innovate turn to Break through for a card.

3. Move on to Clean-up.

Note that cards with Passive abilities will still trigger on an Innovate turn.

THE 'REVOLT' TURN

A Revolt turn allows you to permanently remove a number of cards from your deck without spending Resources, at the expense of not doing anything else. During a Revolt turn you may take no Actions and use no Exhaust abilities. Instead, do the following:

1. ***Return*** (see page 39) any number of cards from your hand to their proper pile(s). This will normally be the *Unrest* pile.
2. Move on to Clean-up.

Note that cards with Passive abilities will still trigger on a Revolt turn.

CLEAN-UP

At the end of your turn, complete the Clean-up steps in order. Once you've completed step 1, the next player can start their turn while you complete the rest of your Clean-up.

1. Add 1 from the Supply to any card in the Market. This represents the natural development of ideas and general progression of time.

> If you're playing as the Carthaginians, Cultists Power B, Guptas, Qin, Tang or the Wagadou, add the token(s) indicated on your Power card, instead of 1 .

2. Remove all of your and tokens from all cards in your Play area, your Nation deck, your Development area, and your Power card. Then reset your State card to have 3 tokens and 5 tokens on your State card.

> If you're playing as the Cultists, Inuit, Polynesians, Taino, or the Utopians, only place 3 tokens.

> If you're playing with the Trade Routes expansion, place an additional token (6 or 4, depending on the nation).

3. You may ***Discard*** (see page 37) any number of cards from your hand into your Discard pile.
4. ***Draw*** (see page 37) cards from your Draw deck up to your hand size. Your default hand size is five, but it can be modified by effects in the game. If you already hold cards equal to or exceeding your hand size, don't Draw any cards. However, you are never forced to Discard down to your hand size.

> As cycling through your deck is your main way of gaining access to your nation's , , and cards, it's often a good idea to Discard most or all leftover cards at the end of your turn.

RESHUFFLING YOUR DRAW DECK

If you need to Draw a card **and** your Draw deck is empty, shuffle your Discard pile to make a new Draw deck. **Resolve this immediately when triggered, even on another player's turn.** Before you reshuffle, determine whether you should add a new card from your Nation deck or Development area to your Discard pile.

In order to add new cards to your deck when reshuffling, you must have a token available and at least one card in your Nation deck or Development area. The token is used to mark that you have added a card via reshuffle this turn.

If you already have a token on your Nation deck or Development area, **or** if you have no tokens left on your State card (because you have already used them all during your turn), you may **not** add a card during reshuffle, and should begin at step 3 below.

Note that you will always have unused tokens if the reshuffle happens during Clean-up, as the second step of Clean-up is to return all your tokens to your State card. This is when most reshuffles happen.

1. **If you have at least one card (including your ● card) in your Nation deck:** Place the top card of your Nation deck in your Discard pile, then move a token from your State card onto your Nation deck (or into your Development area, if your Nation deck is now empty).

   If you placed your ● card into your Discard pile: Flip your State card to its other side. Move on to step 3.

2. **If you have no cards in your Nation deck (not even your ● card) but at least one card in your Development area:** You may Pay the Development cost shown on any one of your face-up Development cards to ***Develop*** it (see page 37). Place that card in your Discard pile. If you do, move a token from your State card into your Development area. If you cannot Pay the Development cost of any remaining card, you cannot Develop.

3. Shuffle your Discard pile to form a new Draw deck.

4. Resolve any "when you reshuffle" effects now – see the Cultist and the Utopian Power cards

5. Draw cards until you reach your hand limit as normal.

Some cards instruct you to "Draw the top card of the deck **if able**". These effects never trigger a reshuffle. If your Draw deck is empty when you use an "if able" effect or it becomes empty during an "if able" effect, do not Draw further cards and do not reshuffle your deck.

Some civilisations never have a Nation deck (so they never resolve step 1), or never have a Development area (so they never resolve step 2), or never have either (so they always go to step 3)!

SOLSTICE

When all players have finished a turn, Solstice begins. The Solstice token sits between the last player and the first player to remind you of this.

During Solstice, each player must resolve all Solstice effects in their Play area, their Power card, and possibly their State card. These effects can be resolved simultaneously by all players.

Note that in those extremely rare situations when the order of resolution does matter (usually this is possible when the game is nearing a Collapse), the players resolve their Solstice effects in turn order.

Solstice effects must be resolved as much as possible unless the card specifies that it is optional.

If you have multiple effects which need to resolve simultaneously, you choose the order in which to activate or resolve them. This will most frequently happen with Solstice effects but can happen at other times as well.

If a card has a Solstice effect which allows or forces "each other player" to do something, each player resolves that effect independently, as part of their own Solstice phase, in the order of their choice relative to their own effects.

If you have a card marked 'End of Solstice', that effect must be resolved last, after all your other Solstice effects.

Once all players have resolved all their Solstice effects, the next round of player turns begins.

REMINDER: All players should perform their Solstice effects simultaneously.

REMINDER: You may never spend Actions or use Exhaust effects during Solstice.

GAME END

The game ends when either **Scoring** or **Collapse** is triggered.
Scoring is triggered if one of the following conditions is met:

1. There are no more cards in the Main deck
2. A player Develops the last card in their Development area or meets the Scoring condition of their Nation
3. The *King of Kings* card is flipped face down (see below)
4. A player uses a card effect that "TRIGGERS GAME END"

Collapse is triggered immediately if there are ever **no cards left in the *Unrest* pile**, even if Scoring has already been triggered!

SCORING

When Scoring is triggered, complete the current round and Solstice as normal. **Then play one final round,** including resolving the Solstice.

All players add up their victory points.

Leave cards where they were when the game ended as you score, as some cards and cards score differently depending on their location.

Score every card in your Hand, Play area, Draw deck, Discard pile and ***History*** (see page 38)/Legends (see page 46)/Flooded (see page 42) pile, as well as for your Power card. Do not score for un-played cards still in your Nation deck or your Development area.

If you have multiple cards that score for having certain card types or Resources, they can all score on the same cards or Resources.

A card with a or scores or subtracts victory points equal to the number indicated.

A card with a scores the number of victory points indicated if the condition specified has been met. Otherwise, it scores no points.

A card with a scores a variable number of victory points, as specified on the card. You can never score more than 10 points from a card. Resources on cards do not count towards cards such as *Moneylenders* or *Mercenaries*.

After checking your cards, count the number of tokens in your Resource pool. Every in your Resource pool is worth 1 victory point. tokens on cards are not scored.
The player with the most victory points wins.

In the case of a tie, the tied players share the victory.

REMINDER: cards are limited to a maximum of 10 victory points each, even your card.

COLLAPSE

When Collapse is triggered, **the game ends immediately,** without completing the current Action. In the rare case of Collapse triggering during an effect where multiple players receive *Unrest*, and there is not enough *Unrest* to be given out, the player who triggered the effect (active player, or the card's owner during Solstice) decides who gets them.

Count the number of in your Hand, Play area, Draw deck, Discard pile, and History. **The player with the fewest wins.** (Cards still in your Nation deck, or the Cultist's Chaos pile do not count.)

Exception: if a Cultist player has an empty *Chaos* pile at the time Collapse is triggered, they win immediately.

In the case of a tie, **the tied players** calculate their scores as per normal Scoring. The highest score wins.

THE FAME DECK

When an effect (such as *Glory*) allows you to manipulate the deck, *King of Kings* always remains on the bottom. So long as there are any cards above *King of Kings*, Look, Gain, and Draw effects refer only to those face-down cards and not *King of Kings*.

When returning a card to the deck after completing one of these actions, return it to the top of the deck **without** shuffling.

If *King of Kings* is the **only** card left, then any effect which would Draw or Gain a card resolves *King of Kings* instead. You can never resolve *King of Kings* until this point.

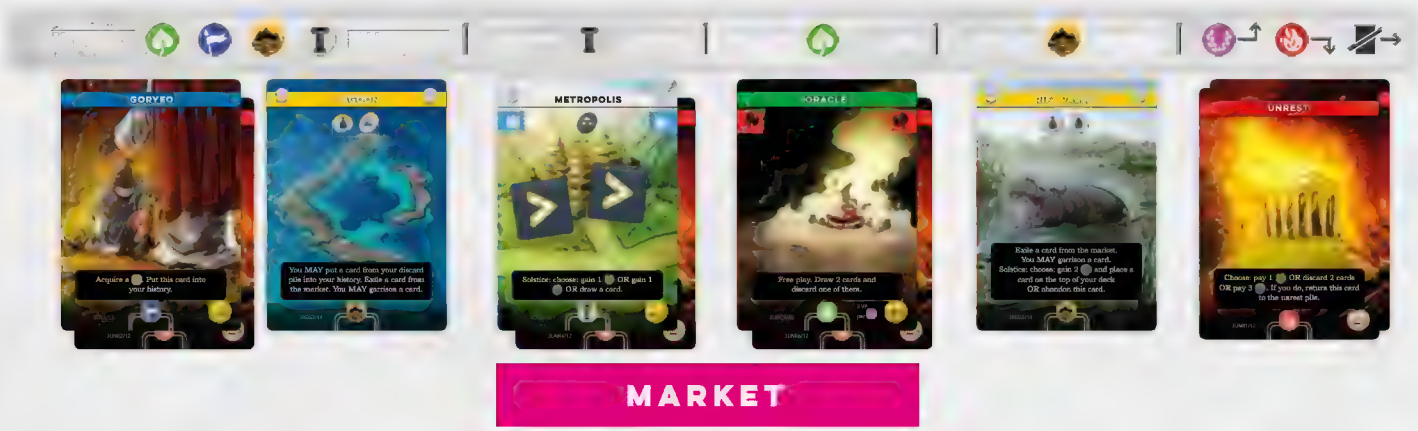
King of Kings is always placed Side A up during setup. The first time it is resolved during a game, it is flipped to the B side. No player may resolve *King of Kings* more than once per game. The player who resolved the A side cannot resolve the B side. To track this, any player who resolves *King of Kings* should flip their *King of Kings* token as a reminder.

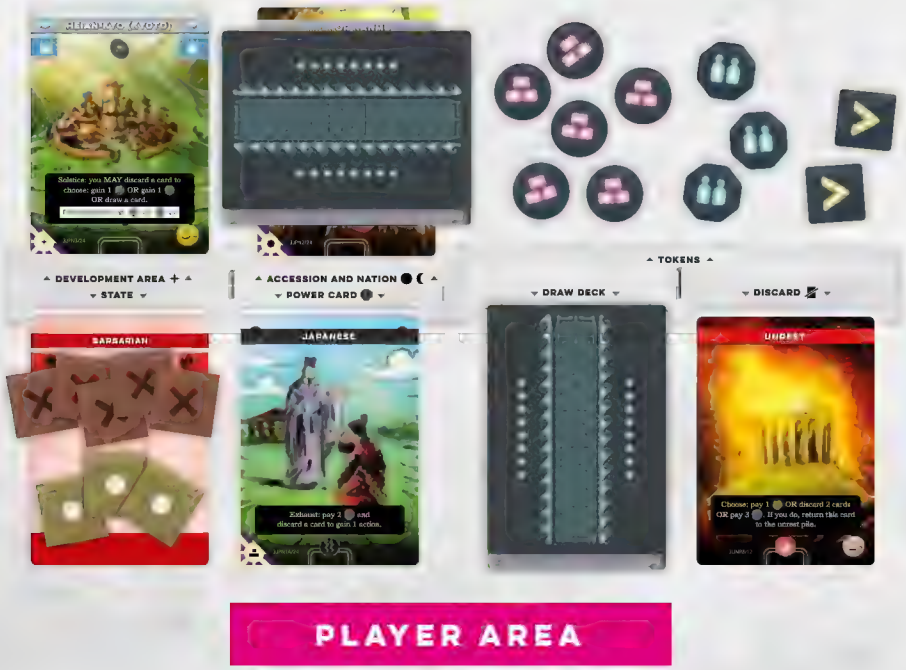
EXAMPLE TURN

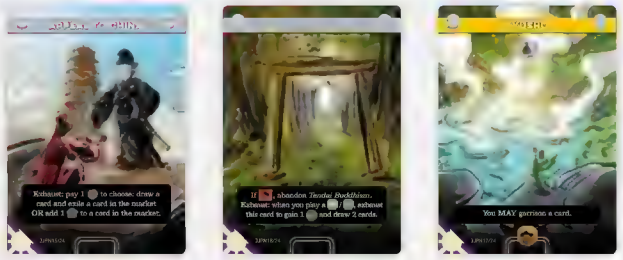
You are playing as Japan in a three-player game against a Taino and a Magyar player. At the moment, you are a Barbarian state. It is the start of your third turn, and you are the last player in the round (before Solstice). You have three Actions to plan out, so let's examine your five cards in hand.

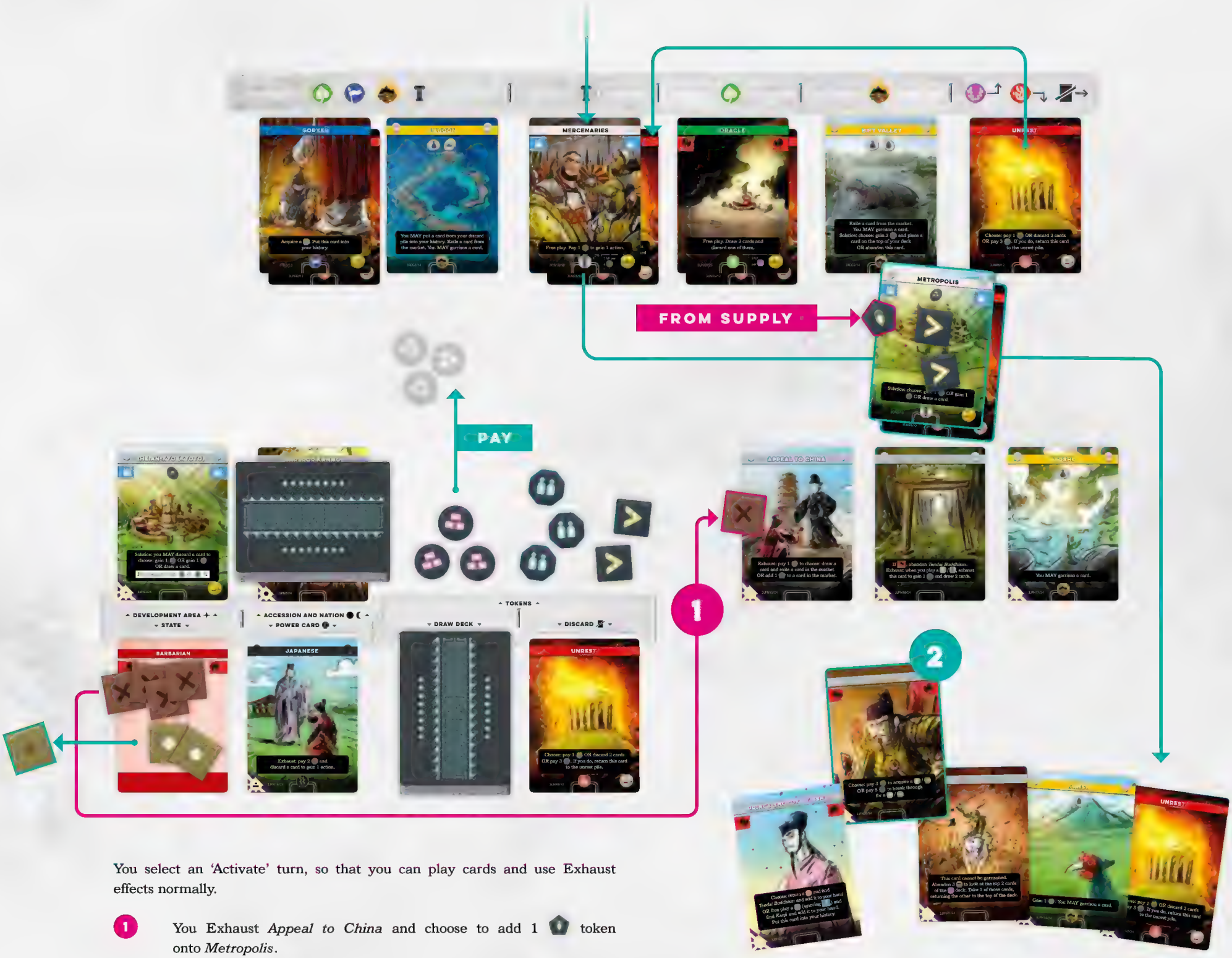
Glory is a very strong card, but it requires you to have three Regions in play, and you have only one. You do have a second region in your hand – *Kansai* – which you can plan to play this turn. Still, it's unlikely that you'll be able to use *Glory* soon.

Prince Shotoku Taishi is a uniquely powerful card which is placed into History after just one use, so let's make the most of him: he can Find one of two very strong cards from your Nation deck as well as Return *Unrest* or allow you to Free play a late-game, Empire-only card. Looking at the *Metropolis* in the Market, a plan involving this second option forms…









You select an 'Activate' turn, so that you can play cards and use Exhaust effects normally.

1 You Exhaust *Appeal to China* and choose to add 1 token onto *Metropolis*.

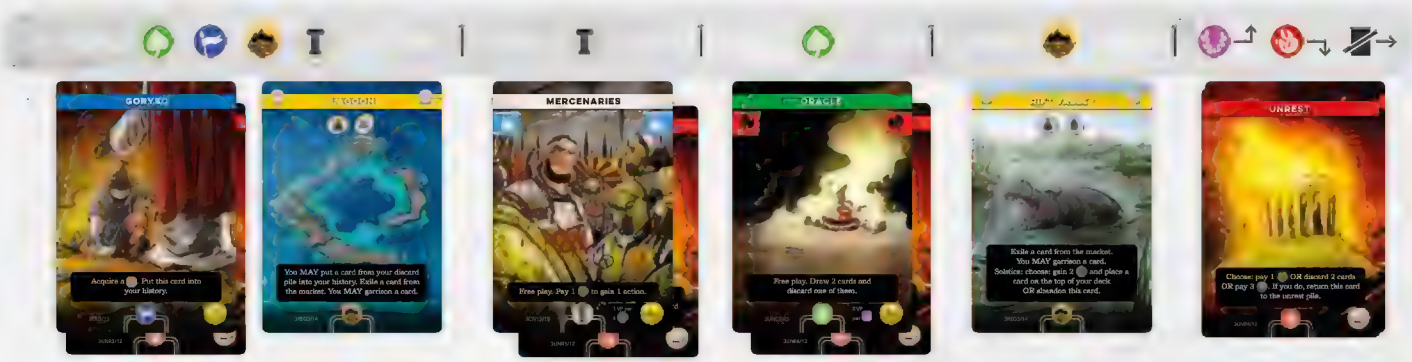
2 Then you use a token to play *Advance*, Paying 3 to Acquire the *Metropolis*, along with all three tokens currently on it and the *Unrest* underneath it. (In the future you could spend this as 2 through substitutions (see page 39) – so in effect the net cost of this Action was only 1 !)

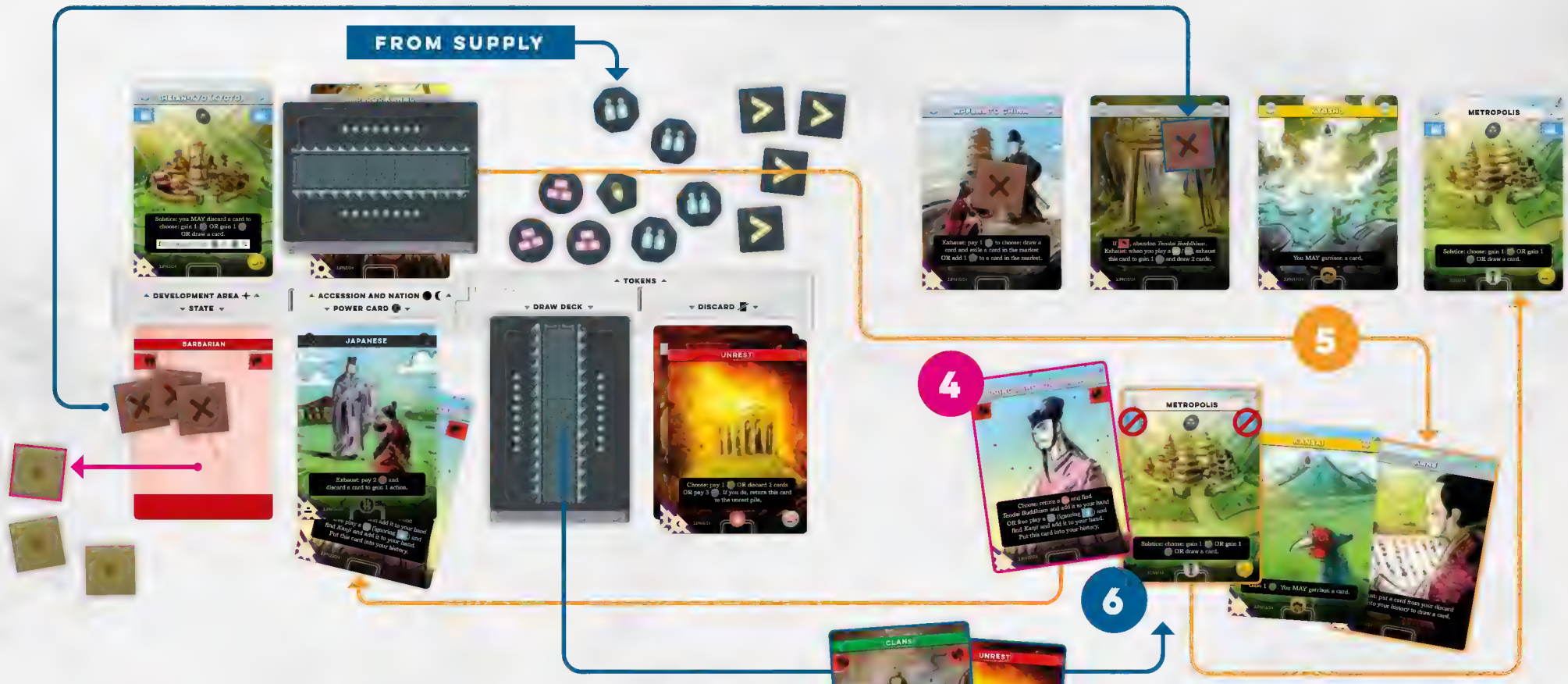
A new card is placed in the Market – *Mercenaries* – and a new *Unrest* is placed underneath it. This leaves only 1 *Unrest* in the *Unrest* pile, so the game is in danger of Collapse!

Finally, you add *Advance* to the discard pile.

GORYKO
You MAY put a card from your discard pile into your history. Exile a card from the market. You MAY garrison a card.
MERCENARIES
Free play. Pay 1 to gain 1 action.
ORACLE
Free play. Draw 2 cards and discard one of them.
Exile a card from the market. You MAY garrison a card. Solstice: choose: gain 2 and place a card on the top of your deck OR abandon this card.
UNREST
Choose: pay 1 OR discard 2 cards OR pay 3 . If you do, return this card to the unrest pile.
Solstice: you MAY discard a card to choose: gain 1 OR gain 1 OR draw a card.
Exhaust: pay 1 to choose: draw a card and exile a card in the market OR add 1 to a card in the market.
You MAY garrison a card.
DEVELOPMENT AREA
STATE
ACCESSION AND NATION
POWER CARD
TOKENS
DRAW DECK
DISCARD
BARBARIAN
JAPANESE
Exhaust: pay 2 and discard a card to gain 1 action.
This card cannot be garrisoned. Abandon 3 to look at the top 2 cards of the deck. Take 1 of those cards, returning the other to the top of the deck.
METROPOLIS
Gain 1 . You MAY garrison a card.
3

3 You decide to use a token to play one of your *Unrest* cards, in order to keep away from Collapse. You can Pay 3 , or 1 , or discard 2 cards to Pay for its Return. You choose to Discard *Glory* and the other *Unrest* card.

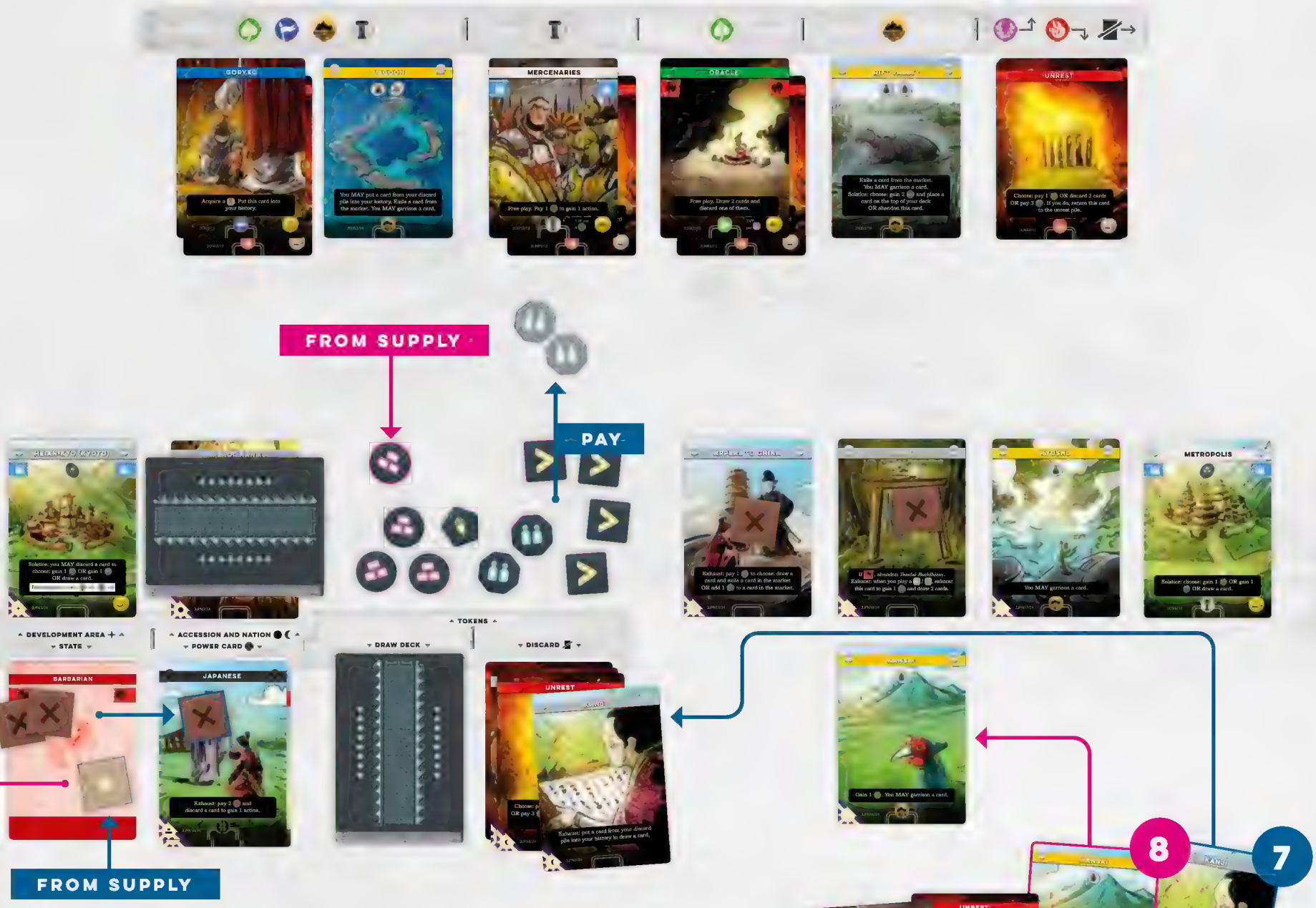




4 Now you are ready for your big move! You use your third token to play *Prince Shotoku Taishi* and choose the second option.

5 You Free play the *Metropolis* (ignoring its symbol), then find *Kanji* out of your Nation deck adding it to your hand and shuffling the rest of your Nation deck - except your ● card - afterwards. You place *Prince Shotoku Taishi* in your History.

6 As you played *Metropolis*, a card, you can also Exhaust *Shinto* to gain 1 and Draw 2 cards. You Draw *Clans* and another *Unrest*.



7 With so many cards left, it seems reasonable to Exhaust your card's ability to Pay 2 and Discard *Kanji* in order to gain another Action to use this turn!

8 You could play another *Unrest*, Discarding your final two cards to Pay for it, to be on the safe side far from Collapse. Or you could play *Clans*, allowing you to grab another . But instead you opt to use your bonus to play the Region *Kansai*, gaining 1 and getting you closer to the 3-Region threshold necessary for a future play of *Glory*. You have the option to Garrison (see page 38) *Clans* or an *Unrest*, but you choose not to.

9 Your turn is over, so let's begin Clean-up. First you add a token into the Market – you decide it should go on the *Lagoon*, which you hope to grab next turn via *Clans*. Then you remove all your tokens from *Shinto*, *Appeal to China*, and your Power card. 5 tokens and 3 tokens are returned to your State card, and the extra token is returned to the Supply.

10 Next, you need to decide which cards to Discard before Drawing back up to your hand size of 5. There are 3 cards still left in your deck, so you opt to Discard *Unrest* A and keep only *Clans* in your hand. This means you need to Draw 4 new cards, but after Drawing the last three of your Draw deck you need to reshuffle your Discard pile: you place a token on your Nation deck and flip the top card (*Nara*) into your Discard pile B. Then you shuffle the Discard pile and create a new Draw deck C from which you take your final card D.

11 Since you were the last player of this round, all players now move on to the Solstice. Your new *Metropolis* gives the option to gain 1 , 1 , or Draw 1 card. You should probably choose to gain , since you have only 2 remaining and you are likely to want to spend them both in the near future to Exhaust your Power card's ability again!

OPTIONAL RULES & GAMEPLAY VARIANTS

PRACTICE MODE (SOLO)

If you are learning the game, or you wish to familiarise yourself with a new Nation, Practice mode is the streamlined way to do that. It is a type of Solo mode (see page 28), but with no Bot to play against. This allows you to concentrate on understanding your own play, and not have to worry about possible distractions (like running the solo opponent). New players should try a ★ or ★★ Nation first – in *Horizons* the Magyars and the Japanese are the most suitable for this.

1. Perform your Player setup (see page 10) and the 2-player Commons setup (see page 13) normally.
2. ***Exile*** (see page 37) the top 15 cards of the Main deck.
3. Put 12 > tokens next to the Market.
4. Take your turn normally.
5. During Clean-up, first add a > from the pool created in step 3 on a card in the Market. Then, you may choose to Exile a card from the Market. (This simulates the 'Market churn' of a second player.)
6. Perform any ***Solstice*** effects (see page 16).
7. Repeat steps 4–6 until you have played 12 turns (when the special pool of progress tokens runs out), **or** you trigger game end through any normal card effect, such as Collapse.

If you score at least 50 victory points, you understand the rules and basic strategies enough to play "for real". If you score at least 90 victory points, you did something really well. If you want, you can challenge yourself to score even more.

LOWERED AGGRESSION VARIANT

If you want a less aggressive game but do not want to include the added complexity of the Trade Routes, we recommend this alteration to the Commons setup:

After step 5 (removing cards for lower player counts) add a new step:

5a. Find all the remaining Commons cards with a ⚔ icon in the bottom corner and put them aside for now. Proceed with the remaining cards to step 6 (placing the *Unrest* pile).

After step 15, once the Market is set up, shuffle the cards you put aside into the Main deck. This way, ***Attack*** cards (see page 36) only enter the Market from the Main deck, delaying their appearance in the game.

This variant can be combined with the short variant below. This variant can also be applied to *Imperium Classics*/*Legends*, by setting aside all Commons ⚔ cards in a similar fashion.

QUICK SETUP VARIANT

For experienced players only. Instead of separating Market cards by suit, simply shuffle all Market cards together, create Small decks of the appropriate size, and deal an initial Market line-up. This variant can make it very difficult to find the specific suits that some civilisations rely upon in the early game (mostly).

PRECIOUS CARDS VARIANT

During your Clean-up, you may **not** ***Discard*** any cards from your hand (see page 37). This variant changes the dynamics of *Unrest* management and card draw in interesting ways and makes increased hand size less beneficial.

SHORT VARIANT

If you want to reduce the playing time of *Imperium,* then the following variant will cut the duration of the game by about 15 minutes per player. This is not suitable for the Utopians nor the Cultists and there are special rules for the Atlanteans, Arthurians, Inuit, Martians, and the Polynesians.

SETUP CHANGES

1. After setting up the Market, ***Exile*** the top 10 cards of the Main deck.

2. Put the top 2 cards from your ***Nation deck*** ☾ into your Discard pile (except for Atlanteans and Inuit, see below).

NATION SPECIFIC SETUP CHANGES

Atlanteans: choose a ✦ to ***Develop*** (you do not have to ***Pay*** the Development cost), then choose one of your ✦ cards to remove from the game.

Arthurians: choose an impending Quest (not the *Graal* ✦), ***Garrison*** it under *King Arthur's Court*, and add the top ☾ card to your starting deck. This is in addition to the 2 cards from your Nation deck added to your Discard pile detailed above.

Inuit: remove all your starting Resources (, , ,). Choose a *Winter* ( ) ✦ card and a *Summer* ( ) ✦ card and put both in your Discard pile.

Martians: remove 4 of your starting .

Polynesians: gain one of the cards added to your Discard pile as mana (choose randomly).

SOLO BOT SETUP CHANGES

1. Remove the bottom card of the Dynasty deck (see Solo mode setup, page 29). This is the card with the lowest victory point value.
2. Put the top card of the Dynasty deck into the Bot Discard pile.
3. If playing against the Arthurians, put a random ✦ card (not the *Graal*) into the Bot Discard pile.

GAMEPLAY CHANGES

1. When you add your Accession ● card to your Discard pile, look through your Development ✦ cards and choose one to remove from the game. (Skip this if playing with the Arthurians or the Polynesians.)

2. When Scoring is triggered, play the current round, including Solstice, then end the game (do not play another round).

TRADE ROUTES EXPANSION

Imperium: Horizons contains an optional expansion, **Trade Routes**. We recommend learning and playing the game **without Trade Routes first**, especially if you're not already familiar with *Imperium*: *Classics*/*Legends*. Games with Trade Routes will tend to be longer, more complicated games with higher average scores and more explosive combos.

The Trade Routes expansion makes use of the new Resource, Goods, as well as new ways to spend your and tokens during your turn – and an extra token to spend! You use ***Trade*** (see page 39) abilities to manipulate , ***Commerce*** (see page 37) abilities to exchange for other benefits, and ***Profit*** (see page 39) abilities to Profit from other players trading with you. New Trade Route cards in the Market can be Acquired or Broken through for in new ways. All players begin with a powerful *Merchants* card, which gives access to many of these interactions.

The Trade Routes expansion may be used with any set of Commons cards. But remember that the cards are designed around Trade Route interactions, and thus can only be played when Trade Routes are being used. To play with the Trade Routes expansion, include the following five elements into your regular game setup (they are in blue Trade Routes text boxes in the setup sections of this rulebook):

1. Give each player a *Merchants* card, which begins *Merchants* side face up in the Player area.

2. Give each player an additional token, and 1 instead of the .

3. Add the *Welcoming* Trade Route to the Fame deck before selecting the correct number of cards. Note that games with Trade Routes have one more Fame card.

4. Remove all cards with the icon from the Commons cards used.

5. Shuffle the cards (remember to remove any 3+ or 4 cards if necessary) and add them to the Main deck and Small decks as described in Commons setup step 13 (see page 13).

REMEMBER: When using Trade Routes, all players gain an extra token!

All existing civilisations (from *Classics*, *Legends*, and of course *Horizons*) support playing with the Trade Routes expansion, including playing solo. Some *Horizons* civilisations with on their Power Card are designed around Trade Route interactions, and thus can only be played if the Trade Routes expansion is used. These are:

- Abbasids
- Aksumites
- Guptas
- Sassanids
- Tang
- Wagadou

AKSUMITES
Exhaust: when you acquire or break through for a card in the market with at least 2 resources, exhaust this card to gain 1
SASSANIDS
TANG
ORACLE
CATAMARANS
Exhaust: treat 1 as 4 for the rest of the turn.

MERCHANTS

The *Merchants* card is the primary source of the Trade keyword (see below). This card may be upgraded to its *Merchant Empire* side, to provide icons, a way to Trade for Market cards, and another method of access to the deck.

Note that while the *Merchants* card can Exhaust to Acquire Trade Routes, the *Merchant Empire* card cannot!

TRADE ROUTES

Some cards are shuffled into the Main deck during setup, and others are placed face up under the , , and decks. Some civs even have their own cards.

Trade Routes cards may be Acquired from the Market with your *Merchants* card, or with other cards which specify that you may Acquire or Break through for . As with all non cards, Acquiring a requires you to ***Take*** a into your hand.

When you play a card from your hand, you may immediately resolve its Commerce effect. Doing so does **not** require a the way activating Commerce effects via the Trade keyword does.

TRADE & COMMERCE

When you activate the Trade keyword (usually through placing a on your *Merchants* card) you may do **one** of the following:

- ***Pay*** 1 to gain 1 .
- Move 1 of your to a card in your Play area with fewer than 3 on it already, and resolve its Commerce effect.
- Add 1 from the Supply on a card in an opponent's play area with fewer than 3 on it already, perform its Commerce effect for yourself, then gain 1 .

PROFIT

When a card has 3 on it, no player may Trade with it until the Goods are removed. This is done through the Profit effect, which can be triggered by the owner of the card as an Action during their Activate turn. When they do, they spend a token and move the 3 on the card into their Resource pool, resolve the Profit effect's text, and then place the card into their Discard pile unless otherwise specified.

Note that it is not mandatory to trigger Profit when a card is full with 3 tokens; you may keep it in play holding onto the Goods if you don't have the Action to spare, but it will be effectively useless.

SOLO MODE RULESET

In solo mode, you play your own civilization against an opponent, called the ***Bot***. The Bot's turn is substantially different than your own, as it moves through a series of cards and responses dictated by its oversized State card. It also has new keywords, and some keywords work differently for the Bot.

If this is your first time playing the game, you need to read the multiplayer rules first. If you don't want to bother with running the Bot on your first play, check out the 'Practice Mode (Solo)' under Gameplay variants on page 24.

Player and Commons setup is identical to the multiplayer rules. Use the 2-player setup for the Commons decks. The Bot does not use tokens, tokens, or a (regular sized) State card.

1 2 3 4 5

6

5

4

6

INUIT
Return this card to the unrest pile
Play this and trigger it
Gain 1 . Reveal the top 2 cards of the bot deck; discard any cards and return the rest to the top of the bot deck in the same order.
Play this . Exile a card from the market. If this card has discard the top card of the bot deck and gain 1
Reveal the top of the wasm deck. If a is revealed resolve it, if the card is not a put it into hatsey
Discard the top card of the bot deck. Gain 1 per the bot has in play. Spend 2 to acquire a (excluding from exile). You MAY draw a card.
Other
Return a from bot discard; if unable, resolve a from bot discard; if still unable, gain 1 . Put this card into hatsey
During bot clean-up, place 1 marker on slots 4 and higher (5 and higher if Sovereign+1) instead of cards, then flip this state card.

7

SETUP

1. Place Slot markers 1–5 below the cards in the Market, so that each card has one marker below it. The markers should be placed in ascending order, from left to right. Slot marker 6 can be returned to the box unless playing in Supreme Ruler mode (see page 33).

2. Choose a nation for the Bot and take all the associated cards, as indicated by the colour in the bottom left corner, placing them in a Bot area next to your Play area. Place the Solstice token inbetween your Player area and the Bot area.

3. Add any → cards to the Commons cards. Return any 👤 3+ and 👤 4 cards to the box.

4. Place the Bot's card in its play area. The only function of the Bot's card is to store the Bot's ***History***. All symbols and text on the Bot's Power card (including Scoring) are ignored.

   Note that the Bot **always has** a History, even if the corresponding nation has special rules about it, such as the Atlanteans, Inuit, Polynesians, and Vikings.

5. Create the Bot's **Dynasty deck**:

   a) Sort the ✦ cards in victory point order and place them in a **face-down** pile near the card, with the higher value cards at the top. Treat all cards as having a value of 5 and treat all cards as being worth the highest value. If multiple cards have the same value, determine their order randomly.

   b) Place the ● card **face up** on top of the stack of ✦ cards.

   c) Shuffle the ❨ cards and place them in a **face-down** stack on top of the ● card.

6. Shuffle the remaining cards (i.e., the Bot's unmarked starting cards) and place one card face down below each Slot marker. The rest forms the **Bot deck**. Place the Bot deck next to the card

7. Find the oversized **Bot State card** corresponding to the nation you're playing against. Place it next to the Bot's deck with the (S) side face up.

8. Depending on Bot difficulty level, it either will or will not get starting Resources. Check difficulty levels on page 32 for what these are.

If playing with the Trade Routes expansion, place the Merchants card besides their State card to indicate its Merchant state. You will also need the Trade Routes table (see back page). All symbols and text on the Bot's Merchant Power card (including Scoring) are ignored.

If you are playing against the Arthurians, Atlanteans, Cultists, Inuit, Martians, Mayans, Polynesians, Utopians, or Vikings refer to their nation description for specific changes to their Bot setup.

HOW TO PLAY

As with a multiplayer game, the solo game is played in a variable number of rounds. In each round you take your turn normally, the Bot takes a turn, then the round ends and you resolve ***Solstice*** (the Bot ignores the Solstice effects).

BOT TURNS

First, roll the die and place it on top of the face-down Bot card in the corresponding Slot. You won't resolve that card this turn. If you roll a number that does not correspond to a Slot, set the die aside.

Then resolve the remaining face-down Bot cards, moving from the lowest- to the highest-numbered Slot.

RESOLVING BOT CARDS

To resolve a card, flip it face up and consult the table on the Bot's State card. Do not resolve any of the text on the card itself.

When resolving a card, complete the topmost effect in the table that matches the card. A card matches if the name, type, or suit is the same as the trigger listed in the table.

Note that every table starts with a row to resolve , usually by ***Returning*** it, but some civilisations perform additional effects while Returning it.

- All the contents of the row are considered part of the same effect.
- Any part of the effect written in **bold** refers to you. All other text refers to the Bot.
- If no part of the effect can be resolved, find the next matching trigger instead. If some or all of the effect can be resolved, resolve as much of the effect as possible. If any part (even if just putting the resolved card into History) is resolved, the effect is considered resolved.
- Unless the effect specifies otherwise, place the card in the Bot's Discard pile once an effect has been completed.
- You will only ever resolve one effect for a card, even if it matches multiple triggers.
- The Bot can resolve or cards regardless of their current State card. Simply follow the chart and use the relevant text.
- The Bot **never** spends or in place of or .

BOTS AND TRADING

If playing with the Trade Routes expansion, once all the cards in the card Slots have been resolved, the Bot resolves the first applicable effect shown on the bottom of the Trade Routes table. There are two separate lists depending on whether the Bot currently has *Merchants* or *Merchant Empire* face up.

- When instructed to "resolve ***Profits***, where able", resolve the effect shown on the right column of the Trade Routes table for every the Bot has in play that has 3 tokens on it. The Bot gains those tokens and the card is put into the Bot's History. If multiple cards meet this requirement, resolve the one that was played most recently first.
- If instructed to ***Trade***, see the Trade keyword's resolution for the Bot on page 31.
- You may Trade with cards the Bot has in play normally. You use the ***Commerce*** effect printed on the card (as if it was in play by a human opponent), instead of the effects in the Bot's Trade Routes table.

BOT CLEAN-UP

1. Once all effects have been resolved, add a > to the market card above the unresolved card. If you rolled a 6, do not add a token.

   If you're playing against the Carthaginian Bot, add 2 instead.

   If you're playing against the Gupta Bot, add 1 instead.

   If you're playing against the Qin or Tang Bots add 1 instead.

   If you're playing against the Wagadou Bot, add 1 instead.

2. Move the unresolved card to Slot 1, keeping it face down.

3. Fill the remaining Slots with cards from the Bot deck, face down.

   If you're playing against the Inuit, refer to their nation description for special Clean-up rules.

4. If the Bot deck is empty and you would normally add a card from the Bot deck to a Slot, move the top card from the Dynasty deck into the Bot Discard pile and then shuffle the Bot Discard pile to form a new Bot deck. Then continue adding cards to Slots as normal. This might happen multiple times on a turn (typically if both the Bot deck and the Bot Discard pile are empty).

   If you're playing against the Cultists or Utopians, there are special rules for resolving their reshuffles. See pages 42 and 48 for details.

5. When the ● is added to the Bot Discard pile, flip its State card to the other side (except where noted otherwise – Arthurians, Polynesians, Taino, Vikings). From this point forward, use the table on the other side of the State card.

CHANGES TO GAMEPLAY DURING SOLO PLAY

All rules in the multiplayer game for taking your turn, end of round, and resolving cards apply, except for the changes listed in this section.

NEW KEYWORDS

ADD 1 RESOURCE TO THE MARKET CARD IN THE (3) SLOT

Take the indicated Resource from the Supply and place it on the card in the Market in the Slot corresponding to the rolled number. If the slot does not exist, no Resource is placed.

PLAY

The Bot only has cards and in play.

When instructed to play such a card, put it in the Bot's Play area and do not ***Discard*** it at the end of the action's resolution. The text effect of the card is still ignored for the Bot's purposes.

RESOLVE

When resolving a card, complete the topmost effect in the table on the Bot State card with a matching trigger, the same way as if the card were revealed in the Bot's card row. ***Discard*** the card at the end of the resolution if it does not instruct you otherwise (by putting the card into play or into History).

If an effect instructs you to resolve the top card of the Bot deck or the Dynasty deck and the deck in question is empty, do not reshuffle the deck (since the Bot never reshuffles outside of its Clean-up). Instead, the Bot gains 2 > (similarly to how it would as a result of a "failed" ***Break through***).

TRIGGER

When triggering a , the bot resolves the Commerce effect in the second column of the Trade Routes table (see back page) rather than the effect printed on the Trade Route card. The remains in play afterwards.

CHANGES TO CARD EFFECTS

If the Bot is forced or permitted to ***Draw*** a card by your effects, take the top card from the Bot deck if able and place it into the Bot Discard pile. However, unless indicated otherwise by its Bot State card, it is only during its Clean-up step that the Bot reshuffles its deck or adds cards to its deck or its Discard pile from the Dynasty deck.

The Bot ignores any of your effects that would make it ***Discard*** a card, even if the card to be Discarded was given to the Bot as an earlier part of that same effect.

The Bot ignores any of your effects that would allow it to ***Return*** cards.

If any of your effects ***Gain*** the Bot Resources, they are Gained normally. If Resources would be placed on the Bot's cards in play, they are immediately put in the Bot's Resource pool instead.

Any effect the Bot resolves that ***Gives*** (see page 38) you , ***Steals*** (see page 39) from you, causes you to Discard cards, or forces you to ***Abandon*** (see page 36) or ***Recall*** (see page 39) anything, is considered a , regardless of any icons on the card. If you have an ability that allows you to cancel or ignore a , you can use it to stop the negative effect.

If the Bot's effect requires the top card of its Bot deck to be Discarded when the deck is empty, that part of the action cannot be resolved, since as mentioned above, the Bot only reshuffles during Clean-up.

CHANGES TO KEYWORDS FOR BOTS

ABANDON

If the Bot Abandons a card, put one of its cards in play into the Bot Discard pile. If there are multiple in play, the Bot Abandons the one that was played most recently.

ACQUIRE AND BREAK THROUGH

When the Bot ***Acquires*** or ***Breaks through*** for a card, it will always choose the card in the Market that is worth the most points. In the case of a tie, it chooses the card with the most total tokens (, , , and/or). If there is still a tie, it chooses the card in the lowest-numbered Slot.

If the Bot Breaks through and there are no eligible cards in the Market, it takes the top card from the appropriate deck. If it Breaks through for a card or a suit for which the appropriate deck is empty, reveal cards from the Main deck as normal. If there is no card of the appropriate suit in the Main deck, the Bot instead gains 2 .

GAINING CARDS

When the Bot gains cards (including through Acquire, Break through, Taking or , or as a result of your Attack), add them to the top of the Bot deck in the order they were gained, with the card gained first at the bottom. If the Bot Acquires a card and Takes a card as a result, it gains the card first and the card second.

EXILE

If the Bot Exiles a card from the Market, it places the card from the lowest-numbered Slot in the Market into the Exile pile.

The Bot will never Exile a card with one or more tokens on it. If all cards in the Market have tokens on them, it does not Exile a card.

RECALL

If the Bot Recalls a card, put one of its cards in play on top of the Bot deck. If there are multiple in play, the Bot Recalls the one that was played most recently.

SWAP (MARTIAN BOT ONLY)

When the Martian Bot Swaps (see page 39) a Gadget with a matching suited card from the Market, use the tie-breaking rules from above ('Acquire and Break through') to choose between multiple possible options. The Bot does not Gain Resources nor Take a from the Market during the Swap. The gained card is placed in the Bot's Discard pile (as explicitly mentioned in the row's instructions).

TRADE

The Bot selects a to ***Trade*** with. It ignores any that already has 3 on it. If multiple cards are in play (yours or its own) and available to trade with, it uses the following priority list to choose:

1. It selects the with **more** tokens on it.
2. It selects its own over yours.
3. It selects the listed earliest on the Trade Routes table (see back page).

If it selects one of your cards, add 1 onto the card from the Supply, the Bot gains 1 and triggers the card.

If it selects one of its own cards, add 1 onto the card from the Supply, and the Bot triggers the card.

If no is available to Trade with, it spends 1 , if able, to Gain 1 .

If no is available to Trade with, and it has no , nothing happens.

REMINDER: When the Bot triggers a , it uses the effect in the Trade Routes table's middle column, ignoring the card's text.

CHANGES TO SPECIFIC CARDS

KING OF KINGS

If the Bot would gain the *King of Kings* card (regardless of which side is showing), and is a state, it instead gains 6 .

If the Bot is a state, it instead gains 3 and ***Draws*** the top card from the Dynasty deck, placing it on top of the Bot deck. This triggers the end of the game. If the Bot would gain a card after it has already triggered the *King of Kings*, nothing happens.

VICTORY POINTS

Whenever determining the victory point value of a card from the Bot's perspective (which card to Acquire, sorting the Dynasty deck, and final Scoring):

- Cards with fixed or values are worth the indicated value (including possibly negative values).
- Treat all cards as worth 5 victory points.
- Treat all cards as being worth the higher value. For example, a card noting "8 VP if in History, 3 VP otherwise" scores 8 victory points for the Bot, regardless of where it is found, while a card noting "-4 VP unless in History" scores 0 victory points regardless.
- For cards in the Market, treat each on cards as adding one victory point to the card's value.

GAME END

The game ends when either Scoring or Collapse is triggered.

You trigger Scoring via the same mechanisms as in the multiplayer game. In addition, Scoring is triggered if one of the following criteria is met:

1. There are no more cards in the Bot's Dynasty deck.
2. There are no more cards in the Main deck.
3. The Bot would gain *King of Kings* .
4. The Cultist Bot successfully triggers the Clean-up step of its State card.
5. The Utopian Bot successfully triggers the *Shangri-La* line of its journey table.

Note that other end game conditions that certain civilisations may have when played by a human player (for example the Polynesians gaining the last Development before their ● card is gained, the Arthurians playing the *Graal*, etc.) are not used when those civilisations are played by a Bot.

Collapse is triggered if there are ever no cards left in the *Unrest* pile.

SCORING

When Scoring is triggered, complete the current round as normal. Then play one final round, including resolving Solstice effects.

Add up your victory points in the same way as in the multiplayer game. Then calculate the Bot's victory points:

1. Every is worth 1 victory point for the Bot.
2. Every 10 and in any combination is worth 1 victory point for the Bot. Each counts as 5 for the purposes of this counting.

> Tokens left on the Bot's cards are not included in this count.

3. Score every card in the Bot's hand, Play area, Bot deck, Discard pile, and History (see the previous page for counting victory points). Do not score for cards in the Bot's Dynasty deck. Do not score the Bot's Card(s).

> The Cultist Bot scores +1 victory point for each card, instead of -2 each.

If you scored more points than the Bot, you win.

If you scored equal to or less than the Bot, the Bot wins
.

COLLAPSE

If the game end is triggered by Collapse, you lose – even if the Bot has more cards than you.

> If **you** are playing as the Cultists, and the *Chaos* pile is empty when Collapse is triggered, you win as usual.

DIFFICULTY LEVELS

Each Bot can be played against on five separate difficulty levels, listed below from easiest to hardest. Each difficulty level changes some of the rules described in this rulebook. We recommend you start with Chieftain level for your first game.

CHIEFTAIN

During the Bot's setup, do not place the Slot 5 or Slot 6 markers. If the die roll is 5 or 6, set the die aside.

On Chieftain difficulty, the Bot resolves 3 or 4 effects on each turn.

> If playing against the Cultist, the Bot scores 0 victory points for each .

WARLORD

The same as Chieftain level, but at the end of the Bot's turn, after refilling the Slots, place the top card of the Bot deck in the Bot Discard pile.

On Warlord difficulty, the Bot resolves 3 or 4 effects each turn.

IMPERATOR

No change to the normal Bot rules.

On Imperator difficulty, the Bot resolves 4 or 5 effects each turn.

SOVEREIGN

The same as Imperator level, but during setup give the Bot 3 , 2 , and 1 .

> If playing with the Trade Routes expansion, give the Bot 1 instead of the .

The Bot scores 1 victory point for every 5 and in any combination, rather than for every 10.

The Bot scores 1 victory point for every .

> If playing against the Inuit, do not place a token under the number 4 Slot marker at the end of *Summer* turns.

On Sovereign difficulty, the Bot resolves 4 or 5 effects each turn.

OVERLORD

The same as Sovereign level, but during Bot setup, add Slot marker 6 to the right of Slot marker 5. During setup and during the Bot's turn, place a card face down below this Slot marker. If you roll a 6 at the start of Bot's turn, place the die on the card in Slot 6 as normal, but do not add any tokens to the Market during the Bot's Clean-up (see page 30).

> If playing against the Cultist, the Bot scores +2 victory points for each .

On Overlord difficulty, the Bot resolves 5 effects each turn.

CAMPAIGN MODE

Campaign mode allows you to play a series of linked solo games against Bots that increase in difficulty. Your objective in campaign mode is to win five games before you lose four games.

To start a campaign, choose a nation; you will play as this nation in every game in the campaign.

Write your name and the name of your nation on an empty campaign log (see page 50).

Play your first game against a Bot on Chieftain difficulty.

You may not choose to play against a nation you have already won against. However, you can play multiple campaign games against the same nation until you win against it.

IF YOU WIN A CAMPAIGN GAME

Record the date and your score in the campaign log. Then, do one of the following:

> Select one non- Commons card in your History, Deck, Discard pile, or Hand that you gained during this game. Write the name of the card in the campaign log and add it to your starting deck for the rest of the campaign.

or

> Select one card in your Starting deck. Write the name of the card in brackets in the campaign log and return it to the box. It will not be used for the rest of the campaign.

Regardless of your choice, on your next campaign game, play against the Bot at a difficulty level that is one higher than in the game you just played.

If you win against a Bot on Overlord difficulty (your fifth win), you win the campaign.

IF YOU LOSE A CAMPAIGN GAME

Record the date and your score in the campaign log and increase your number of losses by one. On the next campaign game you play, start with twice as many Resources as normal (6 , 4 , and 2)

> If playing with the Trade Routes expansion, you will start with 2 instead of 2 .

If you win the next game, go back to your normal Resources.

If you lose the next game, do not double this bonus.

If you ever reach 4 losses, you lose the campaign.

ADJUSTING CAMPAIGN DIFFICULTY

If you wish for a more challenging campaign, try starting on a difficulty higher than Chieftain.

SUPREME RULER MODE

If you are regularly winning campaigns and wish for a more challenging mode, try Supreme Ruler Mode.

Instead of playing against Bots of increasing difficulty, all bots are at the Supreme Ruler difficulty level.

Supreme Ruler level works in the same way as Overlord level, but every time the Bot Returns a it also gains a .

When setting up the game add 2 more to the Commons deck (i.e., 10 Commons cards instead of 8 for the first game of the campaign).

If you win, set aside a card from the Commons deck for the remainder of the campaign. If you win against the Bot on the Supreme Ruler difficulty five times, you win a grand campaign!

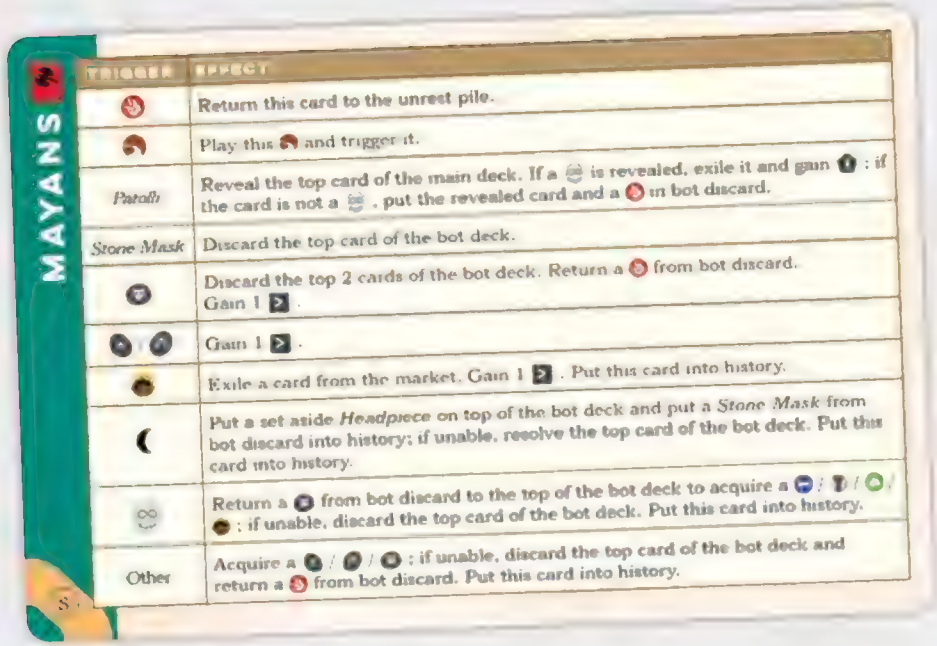
If you lose, return one set-aside card to the Commons deck if able, then follow the normal procedure for losing a game.

> *This difficulty level was considered too hard to be included in the standard rules.*

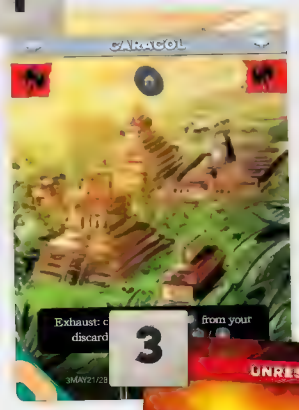
EXAMPLE BOT TURN

You are playing against the Mayan Bot on Imperator difficulty. Its play is controlled by the row of cards and its State card, which gives specific detailed instructions for resolving each of the 5 face-down cards dealt to the Bot.

At the start of the Bot's turn, you roll for the Bot: the result is a 2, so you place the Bot's die on the card in Slot 2 – that card will be ignored during resolution. Had you rolled a 6, then all five cards would have been resolved, as no card would have been covered by the die.

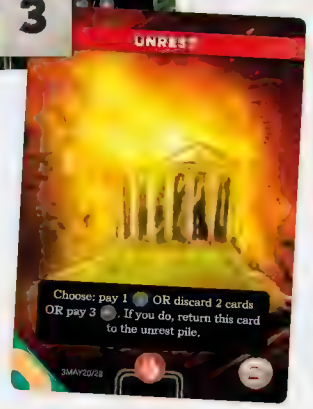

MAYANS
TRIGGER
EFFECT
Return this card to the unrest pile.
Play this and trigger it.
Patrath
Reveal the top card of the main deck. If a is revealed, exile it and gain : if the card is not a , put the revealed card and a in bot discard.
Stone Mask
Discard the top card of the bot deck.
Discard the top 2 cards of the bot deck. Return a from bot discard. Gain 1 .
Gain 1 .
Exile a card from the market. Gain 1 . Put this card into history.
Put a set aside Headpiece on top of the bot deck and put a Stone Mask from bot discard into history; if unable, resolve the top card of the bot deck. Put this card into history.
Return a from bot discard to the top of the bot deck to acquire a / / / : if unable, discard the top card of the bot deck. Put this card into history.
Other
Acquire a / / / ; if unable, discard the top card of the bot deck and return a from bot discard. Put this card into history.

1



Slot #1 is revealed first: it's *Caracol*. The first row it matches is the / row, so the Bot gains 1 token, and *Caracol* is placed in the Bot's Discard pile. Slot #2 is covered by the die, so it is not revealed.

3



Slot #3 is next: it is an *Unrest* card. This is the first row on every Bot State card, and you're instructed to simply ***Return*** it to the *Unrest* pile. Easy.

4

Slot #4 is revealed to be a *Stone Mask*. This has its own line near the top of the Bot State card, instructing you to ***Discard*** the top card of the Bot deck. However, it just so happens that the Bot deck is empty at present, and thus no part of the instructions on this row can be performed.

It is fine to only resolve part of a line, but if the **entire line** cannot be resolved you must move down the list to find the next row which is valid for the card. In this case it is the very next row, because *Stone Mask* is also a card.

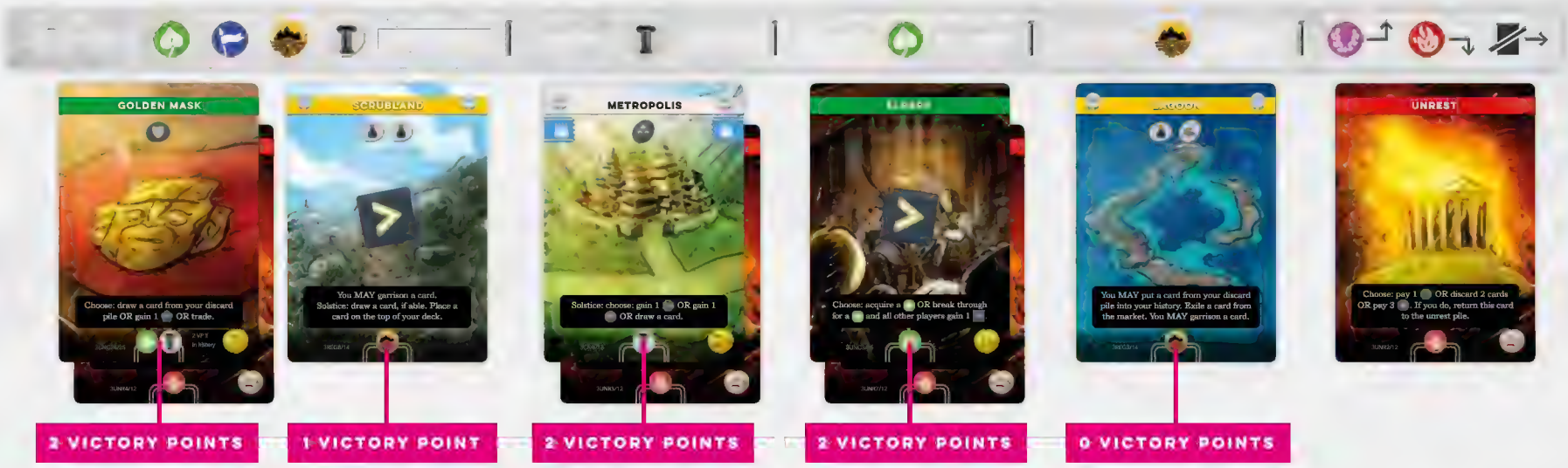
The first sentence of these new instructions tells you to Discard the top 2 cards of the Bot deck – which is still impossible.

The next sentence says to Return a from the Discard pile, if able – but there is no in the Discard pile!

The third sentence says the Bot gains 1 , and at least that can be done – so there is no need to move to another row, as you were able to resolve at least part of the instructions. The Bot gains 1 and the *Stone Mask* is placed in the Bot's Discard pile.

Slot #5 is revealed to be *Chultuns*. This card triggers the row near the bottom of the Bot State card. This requires a to be returned from the Discard pile – which is certainly possible. The *Stone Mask* that was Discarded earlier is now returned to the top of the Bot deck – the deck was empty, and now contains exactly 1 card: the *Stone Mask*.

Now the Bot must ***Acquire*** a / / / . To do this, you must look at all matching card types (in this case all cards) in the Market and calculate their victory point value for the Bot. So, looking at the Market the options are (once their tokens are included in the count):


GOLDEN MASK
Choose: draw a card from your discard pile OR gain 1 OR trade.
SCRUBLAND
You MAY garrison a card. Solstice: draw a card, if able. Place a card on the top of your deck.
METROPOLIS
Solstice: choose: gain 1 OR gain 1 OR draw a card.
Choose: acquire a OR break through for a and all other players gain 1 .
You MAY put a card from your discard pile into your history. Exile a card from the market. You MAY garrison a card.
UNREST
Choose: pay 1 OR discard 2 cards OR pay 3 . If you do, return this card to the unrest pile.
2 VICTORY POINTS
1 VICTORY POINT
2 VICTORY POINTS
2 VICTORY POINTS
0 VICTORY POINTS

When there is a tie, the first tiebreaker is to favour the card(s) with the most tokens (of any type) on them. In this case that means that *Elders* is the preferred choice, so the Bot Acquires *Elders*. You move the token to the Bot's Resource pool, then place *Elders* on top of the Bot deck. The Bot also ***Takes*** the *Unrest* that was beneath it in the Market – placing that *Unrest* on top of *Elders*.

Having finished the Acquire instruction, the final instruction for this line is "Put this card into ***History***." So *Chultuns* is placed into the Bot's History, and a new card is dealt to the Market to replace *Elders*.

Now that all of the Bot's cards have been resolved, it is time to move on to the Bot's Clean-up.

- A token is added onto *Scrubland* in the Market above Slot #2, as this is the unresolved card.
- The card in the #2 Slot is slid into the #1 Slot.
- The empty Slots are filled with new cards from the Bot deck. Although they are dealt face-down, you can know that the #2 Slot will get *Unrest*, the #3 Slot will get *Elders*, and the #4 Slot will get the *Stone Mask* card.
- The Bot deck is now empty again, so at this point you add the top card of the Bot's Dynasty deck to the Discard pile, shuffle, and form a new Bot deck to ***Draw*** from. The identity of that #5 card will be unknown to you until the Bot's next turn!

KEYWORDS

ALL PLAYERS / ALL OTHER PLAYERS

Cards that refer to "all players" or "each player" include you as well.
Cards that refer to "all other players" or "each other player" do not include you.

ABANDON

Only cards in play can be Abandoned.

> **Note** that while cards (which have the symbol) remain in play like cards, they are not , and thus cannot be Abandoned.

To Abandon a card, place it in your Discard pile.

If the card has a ***Garrisoned*** card underneath it, that card is also Abandoned. If the card has Resource tokens on it, move those Resource tokens to your Resource pool before Abandoning the card. If a card with a token is Abandoned, do not move the token back to your State card.

Some cards let you Abandon a Garrisoned card. In that case simply place the card in question into your Discard pile, without Abandoning the card it was Garrisoned under.

REMINDER: Only cards may be *Recalled* or Abandoned. NOT cards!

ACQUIRE / / /

Select a card from the Market of the indicated suit. Gain any Resource tokens from that card and add them to your Resource pool. Add the card to your hand. If there is a card underneath it, add that card to your hand as well.

After Acquiring the card, draw the top card from the appropriate deck (or the Main deck, if you took a card from the first two slots or if the appropriate Small deck is empty) to replace it. Unless it's a card, place a card from the *Unrest* pile underneath it.

If a card allows you to Acquire multiple cards, fully resolve the Acquire effect, including replacing the card in the Market, for each card you Acquire. You may Acquire newly drawn cards if they are of the indicated suit.

> **Note** that face-up cards above the Market board are not in the Market. They are moved into the Market (in lieu of drawing a new card) when the last card of their respective Small deck is taken from the Market.

Some cards will allow you to include cards in the ***Exile*** pile when selecting a card to Acquire. If you Acquire any card except a from the Exile pile this way, you must Take a from the Unrest pile. Some cards will limit your options to only cards in the Exile pile (e.g. "Acquire an Exiled … ").

REMINDER: If you Acquire a card from Exile, you also Take a card (unless it was a).

ACTION (GAINING AND SPENDING)

When a card effect lets you ***Gain*** an Action, place a token from the Supply on your State card, even if that would take you above 3 tokens on your State card. (During Clean-up, you always reset to 3 tokens.)

When a card effect requires you to ***Spend*** a number of Actions, remove that many tokens from your State card. If you do not have enough tokens, you cannot resolve that card effect.

ADD A RESOURCE

Add a resource from the Supply to the target area or card.

ATTACK

When you play a card with a symbol, it will have a detrimental effect on all other players. If you are unable to resolve this effect in full, resolve it as much as possible.

Some cards protect players against cards. They let their owner choose to ignore some or all of the effects of a card that targets them.

BARBARIAN

You can only play cards if your State card shows the symbol.

You can have a card in your Play area and use its ***Exhaust*** ability, even if your State card shows another symbol, such as .

You can ***Acquire*** and ***Break through*** for cards, even if your State card shows another state symbol.

When a card refers to "if ", that effect can only be resolved (or that option can only be chosen) if your State card shows the symbol.

BREAK THROUGH / / /

If more than one suit is listed, first declare the suit you will ***Break through*** for. Then do one of the following:

Option 1: Select any face-up card of that suit from the Market and add it to your hand. If you choose this option, first gain all Resource tokens from that card into your Resource pool. Next take the card into your hand and put any card underneath it back in the *Unrest* pile. Then ***Draw*** the top card from the appropriate deck (or the Main deck, if you took a card from the first two slots or if the appropriate Small deck is depleted) to replace the card you have taken. Place a card from the *Unrest* pile underneath it unless it's a card.

> **Note** that face-up cards above the Market board are **not** in the Market.

Option 2: If Breaking through for a , , or , take the top face-down card of the respective Small deck and add it to your hand.

Option 3: If Breaking through for a suit when the respective Small deck contains no face-down cards, or for a (which do not have their own deck), reveal cards one by one from the top of the Main deck until you find a card of your declared suit. Take that card and add it to your hand, then shuffle all the other revealed cards into the Main deck. If you do not find a card of the declared suit, gain 2 .

Option 4: If Breaking through for a , and one or more cards are visible above the Market board (i.e. they are not covered by their appropriate decks), take one of these cards and add it to your hand. If no such cards are available, search the Main deck as described in Option 3.

Cards that trigger when you ***Acquire*** them do not trigger when you Break through, even if you choose Option 1 from above.

Some cards will allow you to include cards in the ***Exile*** pile in Option 1. Some cards will limit your options to only cards in the Exile pile (e.g., "Break through for an Exiled … ").

REMINDER: If you Break through for a , , or , you may NOT do so from the Main deck until the corresponding Small deck has run out.

CHOOSE

Resolve one of the options following this keyword. The options are all listed as part of a single sentence, separated by capital OR. Any full sentence following the list of options is resolved regardless of your choice.

COMMERCE

All cards have a Commerce effect, which can be triggered in one of two ways:

1. When you play a card from your hand, trigger the card's Commerce effect immediately.
2. When you trigger a ***Trade*** ability, you may trigger the Commerce effect of a card that is in play with fewer than 3 tokens on it instead of ***Paying*** 1 to gain 1 .

To trigger a Commerce effect of your own card, move one of your own to that card.

To trigger a Commerce effect on an opponent's card, add 1 from the Supply to the opponent's card, and gain one for yourself.

DEVELOP

Pay the Development cost shown on a chosen card in your Development area and put it in your Discard pile. There is no order to the cards in your Development area; you may ***Look*** through the cards there and select any of them.

When this keyword appears as a card effect, you may resolve it even if there is a token in your Development area, and resolving it does not require you to place a token in your Development area.

The Arthurians, Cultists, Utopians, and Vikings have no Development area and thus may never Develop.

DISCARD

Place the card in your Discard pile.

DRAW CARD(S)

Draw the indicated number of cards from your Draw deck. If you need to Draw more cards than you have left in your Draw deck, Draw as many as you can, then reshuffle your Draw deck (see page 16) and continue Drawing cards.

If the Draw ability specifies a location other than your Draw deck, all Drawn cards come from that location instead. Cards Drawn from face-down decks always come from the top, but when Drawing cards from a face-up pile (***Exiled*** cards, Discard, etc), you can select which of the cards to Draw.

DRAW CARD(S) IF ABLE

When an effect specifies that a player Draws cards "if able", that means that the effect does not trigger a reshuffle. When the Draw deck runs out, you simply stop Drawing cards and move on to the next effect. If your Draw deck is empty, you do not Draw any cards.

EMPIRE

You can only play cards if your State card shows the symbol.

You can have a card in your Play area and use its ***Exhaust*** ability, even if your State card is showing another symbol, such as .

You can ***Acquire*** and ***Break through*** for cards, even if your State card is showing another symbol.

When a card refers to "if ", that effect can only be resolved (or that option can only be chosen) if your State card shows the symbol.

EXHAUST

You can only use an Exhaust ability on your own turn, unless the card specifies otherwise. You can never use Exhaust abilities during ***Solstice*** or during Revolt or Innovate turns. Putting a card into play does **not** trigger its Exhaust ability.

Note that when playing with the Trade Routes expansion all players receive an additional token on their State card during setup.

To use an Exhaust ability, move a token from your State card onto the card with the Exhaust keyword. If you have no tokens on your State card, you may not use an Exhaust ability.

If a card already has a token on it, you may not use the Exhaust ability shown on that card.

Fully resolve the effect indicated after the Exhaust keyword. Some Exhaust abilities specify a cost. If you cannot Pay the specified cost, you may not use the Exhaust ability.

You may use an Exhaust ability on a card already in your play area with a state symbol such as or , regardless of which symbol shows on your State card.

If an Exhaust ability responds to an effect you or another player resolves (such as "when gaining from a " or "when an opponent ***Takes*** a ") the Exhaust ability happens as soon as the triggering effect is finished. If the current effect is on a card with multiple sentences, the Exhaust ability is resolved after the current sentence is finished but before the next sentence begins.

EXILE

Choose an eligible card from those specified by the effect and place it in the Exile pile, next to the symbol on the Market Board.

If you Exile a card from the Market, return any cards underneath it to the *Unrest* pile. Then draw a new card from the appropriate Small deck (or the Main deck, if the appropriate deck is depleted) to replace it. Place a card from the *Unrest* pile underneath it, unless it's a card.

You may never Exile a card with one or more tokens on it but such a card may be ***Swapped*** into Exile.

Some cards let you ***Acquire*** or ***Break through*** for cards in the Exile pile. To do so, take a card of your choice of the specified type from the Exile pile. If you Acquire a non- card in this way, also ***Take*** a card from the *Unrest* pile.

FIND

Search the following areas for the card(s) specified in this order:

1. Your hand
2. Your Discard pile
3. Your Draw deck
4. Your ***Nation deck*** (excluding your ● card).

Some cards may explicitly instruct you to only search in some of these areas, or to include ∞ cards in play or cards in your ***History***.

If you do not Find the specified card, nothing happens. If you Find the specified card, stop searching and reveal it. The original card will tell you where you should place it.

If the card indicates a choice (for example, "Find a "), you may search all four of the areas listed above and choose one eligible card to reveal. Return the other cards to the places where you found them.

Whenever you finish searching your Draw deck or your Nation deck, you must shuffle it. When shuffling your Nation deck, leave the ● card at the bottom of the deck.

FREE PLAY

Do not remove a token from your State card to play this card. You can play this card even if you have no tokens left on your State card. **You cannot Free play the same card more than once in the same turn.**

Cards without the Free play keyword may be Free played via effects on other cards only once in a turn, but may be played normally (for an Action cost) any number of times.

Note that Free play does not make the effect of the card free, it merely removes the Action cost. For example, if an effect allows you to Free play a , you still have to ***Pay*** 1 or 3 , or ***Discard*** 2 cards to ***Return*** said .

REMINDER: You cannot Free play the same card more than once in the same turn.

GAINING FROM / IN PLAY

On your turn, you can ***Exhaust*** a card with this text when a / card in play is used to Gain . This may be through its own or another card's effect (even if the / is not relevant to that effect).

This is most likely to trigger when you use *Prosperity*, *Nomads* or similar cards that generate from cards which may have the indicated icon. However, it can also be triggered from cards with the indicated icon in play (e.g. *Port*, *Bohio*, *Qarmaq*), or cards ***Recalling***/***Abandoning*** the indicated icon as a cost (e.g. *Boats, Water Mill, Altar*) in order to Gain , even if the comes from the Market (*Trading Ships*, *Dredging the Tigris*).

When using the Trade Routes expansion, it may be triggered if ***Trading*** with or ***Profiting*** from a that has the indicated icon like *Nile Corridor* or using *Trading Post* to Trade with any as long as these Gain you a in any way.

GARRISON

Take a card from your hand and place it in your play area face up underneath the card with the Garrison keyword. The card underneath is now considered Garrisoned. Some effects might let you Garrison a card underneath a third unrelated card that is already in play.

A card can have multiple cards Garrisoned underneath it. Some effects might specify the type of card that can be Garrisoned.

A Garrisoned card is not considered to be in your Play area, though it is still scored at the end of the game. You cannot ***Discard*** or play a Garrisoned card, and you cannot use its ***Exhaust*** or ***Solstice*** abilities.

If a Garrisoned card is underneath a card that is ***Abandoned***, ***Recalled***, ***Exiled***, put into ***History***, Sunk, put into Legends, etc, do the same to the Garrisoned card. However, if the Garrisoned card itself is specifically targeted by such an effect, the card under which it was Garrisoned remains in play.

Garrisoned cards are public information.

Some cards explicitly note that they cannot be Garrisoned under cards, or at all.

GIVE A CARD

Choose a card in your hand and Give it to an opponent. The opponent puts the given card into their hand.

HISTORY

All cards underneath your Power card are considered your History. When an effect instructs you to place a card into your History, place a card (from your hand, unless indicated otherwise) underneath your Power card.

Cards in your History are out of play, and they cannot be interacted with unless a card effect specifies otherwise. They still score victory points.

You may always look at the cards in your History, but other players may not.

The Inuit and the Vikings do not have a History (representing that these civilisations do not rely on written records), while the Atlanteans and the Polynesians have other keywords acting similarly (but not interchangeably) to History (see their nation-specific notes for details). If a card would be placed in their History, it is ***Discarded*** instead.

IN-PLAY CARDS ∞ / +

When you play a ∞ card, it stays in your Play area until it is removed by another effect. If a ∞ card is removed from play (***Abandoned***, ***Recalled***, ***Exiled***, put into ***History***) while it has Resources on it, move those Resources to your Resource pool. If a ∞ card is removed from play while it has a token on it, you do not move the token back to your State card.

All cards have a Signpost icon + to indicate that they stay in play like regular ∞ cards. However, effects referencing, counting, ***Abandoning***, or ***Recalling*** ∞ cards do not affect + cards. The only way + cards leave play is by resolving their ***Profit*** effect.

LOOK

Pick up and examine the indicated card(s) without showing other players. Unless instructed otherwise, return the card(s) you Looked at to their original location.

If you are instructed to Look at multiple cards and there are fewer eligible cards available to Look at than specified, Look at as many as possible.

If you Look at multiple cards, return them to their original deck in any order.

If you Look at cards, ignore *King of Kings* unless it's the only card in the Fame deck.

If you Look at cards in your ***Nation deck***, ignore your ● card unless it's the only card in your Nation deck.

MOVE A RESOURCE

Move the indicated Resource from the owner's Resource Pool to the target area or card. Resources on cards (whether yours or the Market's) are not available to be Moved or used to ***Pay*** with. Note that unlike when Paying, you cannot substitute Resources for the purpose of Moving them.

NATION DECK

Your Nation deck is built up of your ❨ cards in a face-down deck placed perpendicularly on top of your ● card. If a card effect lets you manipulate cards in your Nation deck in any way, your ● card always remains on the bottom. Never place a ❨ card underneath your ● card or shuffle your ● card into your Nation deck.

PASSIVE

As long as a card is in your Play area, its Passive ability is in effect.

The Passive ability of a card is in effect for the entire game, including Innovate turns, Revolt turns and ***Solstice*** resolutions, and may affect final Scoring.

PAY / / /

Return the indicated number of tokens of the specified type to the Supply. If you are unable to do so, you may not take that ***Action*** or use that ***Exhaust*** ability. If the Action or ability has multiple options, you must ***Choose*** another option instead. Resources on cards are not available to be Paid.

When Paying , you may spend any amount of and/or as if it were 1 each.

When Paying , you may spend any amount of and/or as if it were 2 each. No change is given when you do so.

You cannot spend as if it were , or vice versa.

You cannot convert Resources into each other, unless explicitly permitted by an effect.

PLACE CARDS ON YOUR DECK

Place the card face down (from your hand, unless indicated otherwise) on the top of your Draw deck.

PROFIT

If you have a card in your play area with 3 tokens on it, you may spend an ***Action*** on your turn to resolve the card's Profit effect. Move all the tokens on the card into your Resource pool and place the card into your Discard pile (or elsewhere if the effect explicitly instructs you to).

RECALL

Only cards can be Recalled.

Note that while cards remain in play like cards, they cannot be Recalled.

When a card is Recalled, return it to your hand.

If the card has one or more ***Garrisoned*** cards, the Garrisoned cards are also returned to your hand. If the card has Resource tokens on it, move those Resources to your Resource pool.

If a card with a token is Recalled, you do not move the token back to your State card. However, if you replay the same card later on the same turn, you may use another token to resolve the ***Exhaust*** effect again (since the card does not "remember" being Exhausted before being Recalled).

REMINDER: Only cards may be Recalled or *Abandoned*, not cards!

REMOVE A RESOURCE

Remove the indicated Resource and return it to the Supply. Note that, unlike when ***Paying*** you cannot substitute Resources for the purpose of Removing them.

RETURN A

Return a card from your hand to the *Unrest* pile.

This is most often done by playing the card that you wish to Return from your hand. This requires spending an ***Action***, along with ***Paying*** Resource tokens or ***Discarding*** cards, as detailed on the card.

Some card effects on other cards allow you to "Return a card" from your hand or Discard pile. To do so, take the card (from the appropriate place) and add it to the *Unrest* pile. The text on the *Unrest* card is ignored in this case.

Some cards allow you to "***Free play*** a card". In this case you can play a from your hand without spending a . However, you must still Pay the cost of Returning the card by Paying Resource tokens or Discarding cards.

RETURN A

Take a token from one of the cards in your Play area and Return it to your State card. You may use this token to activate any ***Exhaust*** ability on the same turn.

SOLSTICE

For detailed rules about the Solstice and how to resolve Solstice effects, see page 16.

STEAL RESOURCES

Take the indicated number of tokens of the specified type from the specified players' Resource pools.

If you are unable to resolve this effect in full, resolve it as much as possible. You may never substitute Resources when Stealing. Players who cannot give the full amount, are considered 'unable to ***Pay***', but must Pay as much as they are able.

SWAP

Some card effects let you Swap cards between the Market and elsewhere.

To do so, take the card from the Market, setting aside any tokens on it and returning any beneath. Then place the card being Swapped into that Market Slot, returning the set aside tokens to the new card and placing a new card from the *Unrest* pile underneath it unless it's a card. Finally, put the card which started in the Market to wherever the Swapped card came from (Hand, a deck, etc.).

If a card lets you Swap a card in your hand with a matching-suited card in the Market, the Market card you choose must have a suit icon (/ / / /) which is also on the Swapping card. If no such Market card exists, you may not Swap.

TAKE

Take the specified card and add it to your hand.

cards are Taken from the *Unrest* pile and added to your hand.

TRADE

When you activate the ability to Trade do exactly **one** of the following:

- ***Pay*** 1 to gain 1
- **Move** 1 of your to a card in your Play area with fewer than 3 on it already and perform its ***Commerce*** ability.
- **Add** 1 from the Supply onto an opponent's card with fewer than 3 on it already, perform its Commerce ability for yourself, and gain 1 from the Supply.

When playing without the Trade Routes expansion, you might still find a few cards that give you the option to Trade. Simply ignore this option.

TREAT AS

When a card effect instructs you to Treat icon X As icon(s) Y, you temporarily Treat X As Y until the end of the current turn. Treat As effects always expire before ***Solstice*** or Scoring.

CARD-SPECIFIC NOTES

ACCLAIMED (2FAM8/9)
When you ***Break through*** for a card, follow the normal rules for Breaking through, but you may either choose a card from the Market or to reveal cards from the Main deck.

KING OF KINGS
(1FAM9/9, 2FAM9/9, AND 3FAM10/10)
If an effect allows you to manipulate the order of cards in the deck, *King of Kings* always remains on the bottom. So long as there are any face-down cards in the deck, any effect which allows players to ***Look***, ***Gain***, or ***Draw*** cards refers only to those face-down cards and not *King of Kings*.

If *King of Kings* is the **only** card in the deck when an effect instructs you to Draw or Gain a card, resolve *King of Kings* instead.

King of Kings is always placed Side A up during setup. The first time each game that *King of Kings* is resolved, flip it to side B. Each player can resolve *King of Kings* (either side) only once in total per game. When they do so, they should flip their King of Kings token to remind them that they are unable to do so again.

Arthurians, Vikings, Utopians and Cultists (except if in or state) can gain progress from resolving *King of Kings* if their State card matches the relevant icon, but they ignore the ***Develop*** keyword as they have no Development area. A Cultist in or state receives no benefit from *King of Kings*.

REMINDER: Each player may trigger *King of Kings* only once in a game.

MIYABI (3JPN6/24),
SUMERIANS (1TRI7/11)
These effects return cards at the end of the game, when Scoring is triggered. They may return from any area which is scored – including your Hand, Play area, Discard pile, Draw deck, ***History***, or nation-specific alternative.

If the game ends in a Collapse (and thus not a Scoring), these effects do not trigger. If a tie during a Collapse results in Scoring between tied players, then those players may still trigger these effects if they have them, but returning those does not prevent Collapse (nor break their original tie).

If playing against the Cultists, they may be used to return *Chaos* during Scoring, but not to prevent a *Chaos* victory for the Cultist player.

SACRED PASS (1REG14/14)
You may not use this card to add the ● card to your deck.

SUPREME (3FAM1/10 AND 3FAM2/10)
This card has no effect when played, but it can still be played as an ***Action*** to just to ***Discard*** it. It can also be Discarded as a cost on Actions, ***Exhaust*** effects, ***Solstice*** effects, etc. Only Discarding it during Clean-up is forbidden.

NATION DESCRIPTIONS

You don't have to read this section to learn how to play, but reading your nation's entry will give you a sense of the key cards in your deck.

When you play with a nation for the first time, take a moment before completing the player setup to look through its pool of cards. Each nation is unique, so it is worth familiarising yourself with the cards that will come up from your ***Nation deck***, and the Development cards that will become available once you become an ***Empire***. You will always have multiple routes to victory, but an awareness of your nation's strengths and weaknesses will help you form a strategy and identify cards in the Market that will help your game plan.

Each nation has a complexity rating, ranging from relatively straightforward (one star) to very unique and challenging (five stars). This is an indicator of how easy it is to discover "how this deck should be played", and can be used as a guide to the recommended order of trying them out for a new player.

Nations marked with require the Trade Routes expansion to be played. While some of them might be of lower complexity, they assume familiarity with the Trade Routes expansion, and thus are meant for advanced players.

Each nation also has an aggression rating from Peaceful to Ruthless. Higher aggression means more innate cards, thus playing against them often results in a feeling of being disrupted. If your playgroup doesn't enjoy the occasional negative interaction, we recommend playing with peaceful, or mostly peaceful civilisations. This is reflected in our Bot designs: more aggressive nations' bots tend to disrupt your plans more.

ABBASIDS ★★☆☆☆

AGGRESSION: PEACEFUL

Your Power card has one of the strongest ***Acquiring*** methods in the game, and you should be looking to maximise it as much as possible. You have 2 cards in your ***Nation deck***, so you might try to flip your *Merchants* card early. This will allow you to Acquire even more cards and to unlock the full power of *Turkish Mercenaries*. You would love a few or cards to fuel the *Great Mosque of Damascus*. ***Exile*** cards liberally to ensure that the Market always has cards for you to Acquire on your turn.

AKSUMITES ★★☆☆☆

AGGRESSION: PEACEFUL

As historically appropriate, your *Salt Mines* are worth more than gold: Your *Conquer* and *Advance* cards are so cheap to use that you want to use them as often as possible. Beware of the deck bloat: instead of looking for cards to play, try to focus on cards that earn you maximum VP in the endgame. You can ***History*** away cards you can't use early game using *Ge'ez Script* and cycle quickly through your Development cards. Enjoy staying for a while to make use of the majority of your direct ***Acquisition*** abilities, or rush to become a to start minting your own *Coinage* as soon as able.

ARTHURIANS ★★★★★

AGGRESSION: AGGRESSIVE

The Arthurians never even try to become an ***Empire***, instead pursuing quests and chasing after the legendary *Graal*. Your knights are vital, granting powerful boons as they are ***Garrisoned***. Send them on quests for *Myrddin Wyllt* or take a darker path and use *Morigena's* powers. Looming over you is the *Battle of Camlann, Gwaith Camlan*, which will see your knights fall and your kingdom suffer mounting *Unrest*.

ARTHURIAN SPECIAL RULES

As the Arthurians, you never become a . Your ● is your nadir card. When it would be added to your Discard pile from your ***Nation deck***, (generally during reshuffle) instead immediately place it into your Play area. Do not flip your State card when doing so.

In addition, you do not have a Development area and cannot use ***Develop*** effects. Instead, your ✦ cards are impending quests. By using the ***Solstice*** effect on *King Arthur's Court,* one impending quest is Garrisoned and thus becomes the active quest. You may only have one active quest at a time. By using *Morigena* or *Myrddin Wyllt*, you may ***Gain*** the active quest into either your hand or your Discard pile. *Graal* may only become the active quest if there are no other impending quests. Removing *Graal* does **not** trigger game end. Instead, it triggers game end when the quest is accomplished and played.

At the end of the game your impending quests and a possible Garrisoned active quest are not considered owned by you for scoring purposes (i.e. they function like cards still in the Nation deck or Development area of other nations).

ARTHURIAN BOT

When setting up the Arthurian Bot, replace step 5 with the following:

5a. Place the ✦ card *Graal* face up.

5b. Shuffle the remaining ✦ cards and place them face down on top of the *Graal* card. These are the impending quests.

5c. Place the ● card face up next to the impending quests.

5d. Shuffle the ☾ cards and place them in a face-down stack on top of the ● card. This is the Dynasty deck.

5e. Remove *King Arthur's Court* from the game.

ATLANTEANS ★★★☆☆

AGGRESSION: RUTHLESS

As the Atlanteans, you begin as an ***Empire***, which means you can use the powerful cards from the start of the game. However, it also means you have to ensure a constant Supply of , , and to develop further.

Atlantis is under the constant threat of *Floods* and *Unrest*, and you'll need to choose between managing your own regions, terrorising the high seas with your mighty *Fleet*, or prioritising finding new cards lest you risk your nation sinking entirely. But with the rising waters come rewards, which if used wisely will see your nation become the true stuff of *Myths and Legends*.

ATLANTEAN SPECIAL RULES

As the Atlanteans, you begin with your State card on , and never flip. You do not have a ***Nation deck*** (and thus no ● or ❨ cards), and thus can begin developing the very first time you reshuffle.

Atlanteans do not have a ***History*** – whenever an effect would put a card into History, you ***Discard*** it instead. Instead, you have a Flooded pile under your Power card. Cards are added to the Flooded pile through the ***Sink*** keyword. Cards in your Flooded pile still score victory points, but they are not "in History" for the purposes of effects. Flooded cards cannot be interacted with unless a card effect specifies otherwise. You may always ***Look*** at the cards in your Flooded pile, but other players may not.

If a player other than the Atlanteans triggers the Sink keyword, the specified cards are simply Discarded.

ATLANTEAN BOT

When setting up the Atlantean Bot, replace step 5 with the following:

5a. Set aside all cards that are

5b. Sort the remaining cards in victory point order and place them in a face-down pile, with the higher value cards at the top. Treat all cards as having a value of 5. If multiple cards have the same value, determine their order randomly.

5c. Shuffle the set-aside cards and place them face down on top of the pile. This is the Dynasty deck.

CARTHAGINIANS ★★☆☆☆

AGGRESSION: AGGRESSIVE

As the Carthaginians, your main concern is control of the Market and the amassing of . Use your unique power alongside your *Caravans* and *Trading Ships* to manipulate the Market in your favour. Once an ***Empire***, continue your expansion with your famous *Elephants* led by *Hannibal*, or dominate trade using a *Monopoly* to export *Unrest* and other unwanted cards to your opponents. Try to gain access to oceans, as your ships and your own *City of Carthage* will both benefit from them.

CARTHAGINIANS SPECIAL RULES

During Clean-up, add onto a card in the Market, instead of . The number of added depends on the Power Card side used.

CELTS ★★☆☆☆

AGGRESSION: RUTHLESS

As the Celts, you will want to adopt an aggressive playstyle, concentrating on ***Acquiring*** cards and spreading *Unrest* through your powerful *Druids*. Without the *Prosperity* available to other nations, you will need to collect using *Cattle Raids* and grow your with your *Druids* and the *Cauldron of Cerridwen*.

Spreading *Unrest* to your opponents can help you win a forced Collapse, but don't overlook the more subtle advantages of simply clogging your opponent's hand, or forcing them to spend Actions and Resources getting rid of it. As the Celts, you want games to go long enough to develop all five of your cards, while slowing your opponents down enough to prevent them from doing the same.

CELTS SPECIAL RULES

While the effect on the A side of their card negatively affects other players, it is not a card, therefore cannot be defended against.

CULTISTS 3 ★★★★★½

AGGRESSION: RUTHLESS

Playing as the Cultists is an experience like no other, with your ceremony cards taking you on a dark journey to reaching a *Corrupted* state. Once , you gain access to new powerful cards and abilities, including the ability to instantly end the game by summoning an eldritch horror . But beware: should you choose to sacrifice everything to do so, this will stop many of your ways of ***Acquiring***. Your game will always centre on managing *Unrest*: get too many and you risk getting bogged down, get too few and your opponents can brush the threat of your *Chaos* victory aside. You can ***Break Through*** for cards from ***Exile*** using *Frozen Waste*, and *Cursed Library* can remove Resources from the Market to facilitate unexpected Exile opportunities. Your cards are very situationally powerful, so make sure to have them in play when they are useful, and remove them when they become a liability.

CULTISTS SPECIAL RULES

Cultists use only 3 tokens, instead of the normal 5.

The Cultists have a second double-sided State card, with unique symbols. Some of your initial cards have the state symbol. You may only play those cards once you have the State card, and not before. Furthermore, your State card means that you can no longer play any or cards, though you may continue to use such cards already in your play area.

Additionally, the Cultists have a special, stronger form of called *Chaos* that they prefer handing out to other players (especially via their ability once they reach state). If Collapse is triggered and the *Chaos* pile is empty, you win immediately.

Cultists use two double-sided ceremony cards, which begin stacked, with *Research the Ceremony* on top. Only the top (visible) ceremony card is considered to be in play. Your ceremony card functions like an additional Power card with a potent ***Exhaust*** or ***Passive*** ability, as well as a ***Solstice*** effect that will let you progress on to the next step of the ceremony. Your ceremony card cannot leave play except through its Solstice effect. When a new ceremony card enters play during Solstice, the newly revealed card's Solstice effect is also resolved.

The last two stages of the ceremony show one and two icons respectively: this matters for the Scoring of the B side of the Power card (where it scores you additional points), or in case of a Collapse where you did not win via *Chaos* (where it counts against you)!

To trigger the Solstice effect of the final ceremony stage, you need 13 different icons on cards ***Garrisoned*** under your ceremony card. Possible icons are:

You may use the icon tokens provided with the game to keep track of icons you've already Acquired and/or Garrisoned in whatever way is convenient for you.

Note that , , , and State symbols like , , or are **not** "icons" for the purpose of this victory condition.

CULTIST BOT

When setting up the Cultist Bot, you don't construct a Dynasty deck in step 5. Remove the Ceremony cards (*Research the Ceremony*, *Ceremonial Gathering*) from the game.

During step 7 of Bot setup, place the State card on the bottom and the card (with the (S) side face up) on top of it.

EGYPTIANS ★★★☆☆

AGGRESSION: AGGRESSIVE

As the Egyptians, you are empire builders. With so many opportunities for Development, you'll want to carefully consider the best order in which to expand your deck. With your infrastructure located around Egypt's famous river, the frequent *Flood of the Nile* can bring new opportunities for growth, and you'll want to keep an eye out for key cards in the Market. You become an ***Empire*** sooner than anyone else in written history, but this also means you'll often have to find solutions to your problems from within your deck.

EGYPTIANS SPECIAL RULES

Egyptians use their *Embalming* card to help keep their deck trim and uncluttered. ***Passive*** abilities are always in effect, so *Embalming* may be used whenever you ***Pay*** during an ***Action***, ***Exhaust*** ability, ***Solstice*** effect, or while developing! It is not triggered if the cost is entirely paid by spending or instead.

GREEKS ★★★☆☆

AGGRESSION: AGGRESSIVE

As the Greeks, your main advantages are your cities and technology, and you will want to lean into those strengths. In the early game, your *Settlers* and *Greek Mercenaries* are powerful cards of expansion, while as an ***Empire***, *Science* will enable you to continue to *Advance* and the *Olympic Games* will keep your nation manageable. Your *Lighthouse* will let you manipulate ***Exiled*** cards, so it may be worth bearing in mind which cards you Exile during the game.

GUPTAS ★★☆☆☆

AGGRESSION: PEACEFUL

The Guptas' true strength is in the immense flexibility of their Goods-based economy. Use *Ayurveda* to balance your Resources, and make sure to ***Acquire*** cards. You can shift smoothly between wealth and strong Market control. *Sri Gupta* and your development *Chandragupta I* both give you a ***Break through*** for , giving you the option to flip to your *Merchant Empire* as fast as you can, rather than linger as *Merchants* waiting to Acquire more that might appear in the Market. You might want to do this for an earlier card, seeing as *Glory* is your Accession card.

GUPTAS SPECIAL RULES

During Clean-up, you add 1 onto a card in the Market, instead of adding 1 .

INUIT 3 ★★★★☆

AGGRESSION: PEACEFUL

At the end of your *Summer* turns (during which you may play cards), your hand size is decreased by 2, meaning that at the start of *Winter* turns you usually have only 3 cards to play. While you have many ways to gain new cards, only *Advance* can earn you new cards during *Winter* for the upcoming *Summer*. Challenges like this will frequently require you to retain a few cards in your hand turn-to-turn, unlike most other civilisations. As a trade-off for these challenges, you have access to your (rather cheap) Development cards from the beginning of the game.

Will you be remembered as a fearsome *Harpoon*-wielder on the hunt for fame, or will you use *Oral History* and *Bone Carving* to turn the lack of written history into a great advantage?

INUIT SPECIAL RULES

The Inuit use only 3 tokens, instead of the normal 5.

As the Inuit, your unique State card flips at the end of each round. You do not have a ***Nation deck*** (so no ● or ❨ cards), and thus can begin developing the very first time you reshuffle.

The Inuit do not have a ***History*** – whenever an effect would put a card into History, you simply ***Discard*** it. In *Winter* you also take a when Discarding in this way.

Nunavut has two symbols, and counts as 2 cards for the purposes of card effects such as *Qarmaq*, *Iglu*, the *Khmer Empire* card (*Horizons*), and the *Macedonians* card (*Legends*).

INUIT BOT

When setting up the Inuit Bot, replace step 5 with the following:

5a. Collect the cards, setting *Imaq* and *Nunavik* aside.

5b. Place *Kayaks* face down, then alternate placing and cards on top in ascending victory point order, with a 3-point card on top.

5c. Place *Nunavik* and *Imaq* on top of this deck (with *Nunavik* on top). This is the Dynasty deck.

When playing against the Inuit Bot, at the end of its *Summer* turns, place a token in Slots 4 and higher (5 and higher if Sovereign+) . Do not place cards into these Slots. Flip the Bot State card to its *Winter* side. At the end of its *Winter* turns, remove the tokens from Slots 4 & 5, and flip the Bot State card to its *Summer* side.

JAPANESE ★★☆☆☆

AGGRESSION: PEACEFUL

Japan is perfect if you can be patient, as your cards require a touch of finesse to create opportunities to thrive on. You'll want to move smoothly into , so beware early *Glory* plays, or increasing your deck size too much in the early game – if your *Clans* follow the teachings of *Shinto*, your deck can speed up while you can build up your Play area. Combine this with the subtle benefits of *Kanji* in keeping your deck-cycling speed at a perfect hum. Once you reach , you will learn to live with *Shinto* and *Tendai Buddhism* in peace side-by-side, especially when combined with *Jingu-Ji* and the fabled *Tea Ceremony*.

MACEDONIANS ★☆☆☆☆

AGGRESSION: MOSTLY PEACEFUL

The Macedonians, more than any other nation, are focused on expansion. Grabbing and keeping cards in play is likely to be a central element of your victory plan. Macedonians can continue to *Conquer* even after they become an ***Empire***, thanks to *Alexander* and his *Companion Cavalry*. Of course you want to play *Glory* early and often, which creates a natural synergy with the powerful Macedonian *Phalanxes*. But don't forget to also acquire a few key cards from the Market, which you can garrison under your excess regions to keep your deck small and focused, while still amassing enough victory points to win.

MAGYARS ★☆☆☆☆

AGGRESSION: RUTHLESS

As the Magyars, your strongest cards are your uniquely powerful leaders: *Emese, Álmos, Árpád*. While their strict historical sequence gives you guidance, you're bound by a *Blood Oath* that makes both gaining and managing *Unrest* cards very desirable. Be on the lookout for regions, and manipulate your ***Nation deck*** to make best use of your long period, as once you hit , you'll be forced to settle down, and your *Glory* becomes useless to you.

MAGYARS SPECIAL RULES

While the effect on the A side of their card negatively affects other players, it is not a card, therefore cannot be defended against.

MARTIANS ★★★★★

AGGRESSION: MOSTLY PEACEFUL

As the Martians, you have plenty of powerful options, but your foreign attitude to Earth will pose many challenges on your quest to permanently settle on this planet and blend into the local populace. Your cards are worth negative victory points, but can be incredibly powerful when used at the right time. Your ***Nation deck*** is quite large, but burning through it will cause the calamitous *Reactor Explosion*, and you won't survive that radiation for long! Eliminating all your can allow you to *Go Native*, which fixes many of your problems, but makes many of your starting cards unplayable. The B side of your card is meant for Martian players who want to eschew the goal of *Going Native* and instead preserve their Martian ways, despite the challenges that presents. It's not easy being green!

MARTIANS SPECIAL RULES

Your ● (*Reactor Explosion*) is your nadir card. When it would be added to your Discard pile from your Nation deck, (generally during reshuffle) instead immediately place it into your Play area. Do not flip your State card when doing so. *Reactor Explosion* can be removed along with the rest of your Nation deck at the End of Solstice if you have no tokens, as printed on your *Alien* State card. Once in play, the only other way to remove *Reactor Explosion* from play is with an effect that puts it into ***History***.

The Martians use a special State card, with *Alien* on the starting side and *Gone Native* on the side. *Alien* Martians score only 1VP for every 3 tokens, instead of for every 1. In addition, you must ***Take*** for every token you spend. While some cards in the Martian deck allow you to convert into , this does not count as spending for this purpose.

Martian cards are your greatest tool. They gain as a mandatory effect, and penalise you during Scoring if not ***Exiled***, put into History, or ***Swapped*** into the Market via *Sharing Our Secrets*. These tools are so removed from Earth-based technologies that they seem to be dangerous (but enticing!) magic.

Note that the default ***Trade*** Action to gain 1 involves ***Paying*** 1 and thus Martians are penalised for that.

MARTIAN BOT

When setting up the Martian Bot, include *Cryostasis* in the Dynasty deck, as if it was a ❨ card, instead of the Bot deck as part of step 5.

MAURYANS ★★☆☆☆

AGGRESSION: AGGRESSIVE

As the Mauryans, you will want to open with aggressive tactics as you expand your nation with and cards, using the mighty *Indian Elephants* you have at your disposal. (And yes, it's deliberate that only one has the symbol!) As you become an ***Empire***, you'll need to choose whether to keep expanding and seeking *Glory* with control of the great *Grand Trunk Road*, or to follow *Ashoka* instead and take a peaceful path to victory.

MAURYANS SPECIAL RULES

Grand Trunk Road has two symbols, and counts as 2 cards for the purposes of card effects such as *Glory*, the *Khmer Empire* card (*Horizons*), the *Macedonians* card (*Legends*), or the Mauryans' own card.

MAYANS ★★★★☆

AGGRESSION: MOSTLY PEACEFUL

As their culture is related to the Olmecs', it is no surprise that the Mayans use ***Exhaust*** abilities extensively, in combination with managing Mask cards. As great city builders, you have a ***Nation deck*** full of cards, and cards like *Halach Uinic* or the *Mayan Traders* reward you for gaining more of them. This will naturally keep your deck small, and cycling quickly. Once you make it to , the unique *Popol Vuh* will turn the temptation of *Unrest* into an avenue to , but to get there, you'll have to manage your *Headpieces* well.

MAYAN BOT

When setting up the Mayan Bot, set aside all 3 copies of *Headpiece*, and do not include them in the Dynasty deck's creation. Put them near the Dynasty deck, as the Bot's effects will refer to these cards explicitly.

MINOANS ★★☆☆☆

AGGRESSION: MOSTLY PEACEFUL

As the Minoans, you will probably focus on , as you will need it to ***Develop***. Carefully manage your supply of to create beautiful *Pottery* but beware of its symbol – if you ***Abandon*** it after you become an ***Empire***, you won't be able to play it again. Keep your nation running efficiently with a discerning eye for important cards, and use your *Writing Systems* to consign unimportant cards to ***History***. Your biggest advantage is how fast you get to your Empire, so especially be on the lookout for powerful cards, or cards that allow you to ***Acquire*** for free even during .

OLMECS ★★★★☆

AGGRESSION: MOSTLY PEACEFUL

As the Olmecs, your game will look different from that of many of the other players. You won't find any *Prosperity*, *Conquer*, *Advance*, or *Glory* cards in your deck; instead, you'll need to rely on your *Stone Masks*. Masks are a tricky resource – they let you ***Draw*** more cards and power your cards, but they score you points only when they are in your ***History***. Managing them carefully will be key to your success. With your cards like *Ball Games* and *Lodestone Compass* you'll be able to ***Acquire*** new cards as often as you want, but if you succumb to the siren call of the deck bloat, you might never make it to ***Empire***!

PERSIANS ★☆☆☆☆

AGGRESSION: AGGRESSIVE

As the Persians, you will want to subjugate other nations to your will and use them to your advantage. Conquer as many cards as you can and expand your territories. Once an ***Empire***, you have several strategies you could pursue. You can start striking your opponents with your mighty *Battering Ram* and spreading *Unrest* with your *Persian Gold*. Alternatively you could take advantage of your *Satrap* card for additional ***Actions***, but you'll probably want your *Windmills* developed to ensure a steady supply of materials.

POLYNESIANS 3 ★★★★★

AGGRESSION: PEACEFUL

The Polynesians and their incredible feats of exploration across the Pacific Ocean are very much based in history. The unique way in which their society expanded, spreading over unfathomable distances with only the stars and currents to guide them, translates to a very different gameplay experience. As Polynesians, your challenge is in controlling your own state, between *Isle-bound* (filling up the islands you already populate) and *Voyaging* (sailing the open waters), and collecting enough *Mana* to power your strongest moves, such as *Explorers* and the Development costs of the islands you need to discover. Gaining *Mana* is sometimes a cost (you have to give up a card from your hand, after all), sometimes a benefit (you need to get a lot of *Mana* to be able to explore and ***Develop*** often).

POLYNESIANS SPECIAL RULES

Polynesians use only 3 tokens, instead of the normal 5.

Polynesians use a special State card, with unique symbols. It does not flip when gaining the ● card.

Polynesians have a special always-in-play card, *Mana*, which ***Garrisons*** cards to fuel strong effects. Many cards gain *Mana* from your hand or Discard pile. (If not specified, the *Mana* is gained from hand.) Some effects require you to discard cards that were Garrisoned as Mana (this is referred to as 'spending Mana').

The Polynesians do not have a ***History*** – whenever an effect would put a card into History, you simply ***Discard*** it and ***Take*** a . Instead, you have a Legends pile under your Power card. Cards in your Legends pile still score victory points, but they are not "in History" for the purposes of effects. Cards in your Legends pile cannot be interacted with unless a card effect specifies otherwise. You may always ***Look*** at the cards in your Legends pile, but other players may not.

Whakapapa's ***Passive*** ability allows you to ***Pay*** 3 to ***Return*** a whenever one or more cards are put into Legends. As a Passive, this can be used anytime, including during ***Solstice*** effects such as *Rapa Nui* (*Easter Island*).

If a player other than the Polynesians attempts to put a card into Legends, the specified card is simply be Discarded.

POLYNESIAN BOT

When setting up the Polynesian Bot, replace step 5 with the following:

5a. Place the ✦ card *Aotearoa* face down.

5b. Shuffle the remaining ✦ cards and place them face down on top of the *Aotearoa* card. This is the **Discovery deck**.

5c. Place the ● card face up next to the Discovery deck.

5d. Shuffle the ☾ cards and place them in a face-down stack on top of the ● card. This is the Dynasty deck.

5e. Remove the *Mana* and *Overpopulation* cards from the game.

QIN ★★☆☆☆

AGGRESSION: MOSTLY PEACEFUL

Playing as the Qin is a game of challenging decisions. Powerful leaders must rule with the *Mandate of Heaven*, but is that leadership worth the burden it brings? How will you choose between the competing systems of *Confucianism* and *Legalism*? And as an ***Empire***, will you invest the time needed to construct *Long Walls* or focus on other goals? With being a key to your plans, you have many ways to build a lasting legacy.

QIN SPECIAL RULES

During Clean-up, add 1 onto a card in the Market, instead of 1 .

ROMANS

★☆☆☆☆

AGGRESSION: AGGRESSIVE

As the Romans, your path to dominance will likely be through rapid expansion. Conquer cards and use them to declare your *Glory* and earn . With your mighty *Legion*, your conquest can continue well into your Accession to ***Empire***. Do not overlook the *City of Rome* though; you'll want this in play and then upgraded to *Rome the Eternal City*, and ***Acquiring*** a few more cities along the way can help your deck cycling or population growth too.

SASSANIDS

★★★★½

AGGRESSION: AGGRESSIVE

When playing this spiritual and thematic descendant of the Persian civilisation, you will have a host of powerful ***Attack*** cards at all stages of the game. Your first main challenge will be to manage your *Knights* , cards capable of exploiting the strongest of your cards repeatedly while providing you with access to cards. Your second challenge will be the religion of *Zoroastrianism*, to keep feeding the holy fire of *Atar* and the purifying waters of *Aban*. It might be difficult at times, but if you can keep them going, you will be rewarded plenty. And finally, thanks to *Huzistan* and the *Shah*, you have some special tricks related to the deck too.

SCYTHIANS

★★☆☆☆

AGGRESSION: AGGRESSIVE

As the Scythians, you will want to focus on expanding your territory and grabbing cards that you can exploit for their . As *Nomads* (one and one not…), you'll be making use of *Tents* for shelter and *Mounted Archers* for protection, but your true *Glory* won't be recognised until you become an ***Empire***. Your deck is one of the thinnest, and extremely fast when raiding and using your *Tamga*, but has a low innate Scoring potential, so be on the lookout for good cards to capitalise on your .

TAINO 3

★★★☆☆

AGGRESSION: MOSTLY PEACEFUL

As the Taino, you will be the master of food production: use your *Bohio* to collect from all manners of regions, maximise production using *Soil Rotation*, and feed your people with *Fishing*. You will be ***Acquiring*** cards using cards (similar to other Central American civilisations), like *Batey* and *Canoes*. Your first challenge will be to manage allocating your Resources onto your cards, and your second will be to have enough that playing *Migration* and *Sol de Jayuya* several times becomes possible.

TAINO SPECIAL RULES

Taino use only 3 tokens, instead of the normal 5.

Unlike all other civilisations, the Taino consider **all** Resource tokens on their cards as Resources in their pool during Scoring. This means that placing (for example) tokens on *Zemi* does not reduce the points you score for cards like *Moneylenders*.

Your State card shows *Free Tribes* on both sides, so there is no need to flip it when you place your ● card in your Discard pile.

TANG

★★★☆☆

AGGRESSION: PEACEFUL

As the Tang, you will be leading your people through some interesting times: while you start with no *Unrest*, you ***Take*** one each ***Solstice***! Like the Qin many centuries before the Tang, you will have to manage the double-edged *Mandate of Heaven*, the ebb and flow of the population in and out of the Market, and deal with the philosophies of *Taoism* and *Confucianism*. Meanwhile, you will have access to the largest cities of the world of their time – *Chang'an* and *Luoyang* – to aid you.

TANG SPECIAL RULES

During Clean-up, add 1 onto a card in the Market, instead of 1 .

UTOPIANS 3 ★★★★★½

AGGRESSION: PEACEFUL

The Utopians are unlike any other nation – everything about them is different. You uniquely have to manage the *Scrolls* , you have no ***Nation deck*** and no Development cards, and you won't want to go through your deck quickly. Instead, you will be realising your *Visions of Shangri-La* and spending your Resources to *Advance* towards the fabled city of *Shangri-La* itself. Study your cards – and your opponents – carefully, as you'll need to decide which will serve you and which will hinder you on your path to Utopia. Will you sacrifice everything for a speedy journey, or will you learn all forms of warfare known to man, only to find your inner peace in your *Monastery*?

UTOPIAN SPECIAL RULES

Utopians use only 3 tokens, instead of the normal 5.

Utopians use two double-sided journey cards, which begin stacked, with *Visions of Shangri-La* on top. Only the top (visible) journey card is considered to be in play. Your journey card functions like an additional Power card with a potent ***Exhaust*** or ***Passive*** ability, as well as a ***Solstice*** effect that will let you progress on to the next step of your journey. Your journey card cannot leave play except for through its Solstice effect. When a new journey card enters play during Solstice, the newly revealed card's Solstice effect is also resolved.

UTOPIAN BOT

When setting up the Utopian Bot, do not construct a Dynasty deck. Instead, put *Visions of Shangri-La* on top of *Gates of Shangri-La*, both face up. The top card in this pile is the Bot's journey card.

During step 7 of Bot setup, find the Utopian Journey table, and place it next to the State card.

VIKINGS ★★★☆☆

AGGRESSION: RUTHLESS

The Vikings never become an ***Empire*** and have no ***History***, which confers its own advantages and challenges. Your ***Nation deck*** will keep providing you with cards at no cost, but you won't be able to control the order in which they enter your deck. Use *Gothja* and other cards to help you adapt, and make full use of your ability to keep playing cards that would normally go into your History. To keep your deck under control, remember to ***Garrison*** cards using your cards and your *Sagas*.

VIKINGS SPECIAL RULES

As the Vikings, you never become an Empire. You do not have a Development area and cannot use ***Develop*** effects. Your ● is your zenith card. When this card is added to your Discard pile from your Nation deck, (generally during reshuffle), it triggers the end of the game. Do not flip your State card when doing so.

Vikings do not have a History – whenever an effect would put a card into History, you simply ***Discard*** it.

VIKING BOT

When setting up the Viking Bot, skip step 5a. The ● card is the bottom of the Viking Dynasty deck.

WAGADOU ★★★☆☆

AGGRESSION: PEACEFUL

As the Wagadou, you will be presiding over the richest gold mines of the known world, potentially having access to 100 or more during the course of a game. The price of these riches are the infertile lands on the southern edge of the Sahara, which is why to raise your head in *Pride* (your version of *Glory*), you'll need to get your hand on more fertile lands besides a steady stream of , possibly via your trade cities of *Koumbi Saleh* and *Aoudaghost*. Your other challenge will be to ***Pay*** the cost of the *Pact with Bida*, until you can reach , and your *Adoption of Islam* allows you to move past it.

WAGADOU SPECIAL RULES

During Clean-up, add 1 onto a card in the Market, instead of 1 .

RULES TO REMEMBER

1. You may spend 1 to ***Pay*** for 1 or 2 of cost.
2. A card may not be ***Free played*** more than once in a turn.
3. Each player may trigger *King of Kings* only once in a game.
4. You may never spend ***Actions*** or use ***Exhaust*** effects during ***Solstice***.
5. cards are limited to a maximum of 10 victory points each. Even your card.
6. All players should perform their Solstice effects simultaneously.
7. If you ***Break through*** for , , or you may NOT do so from the Main deck until the corresponding Small deck has run out.
8. The Market always contains 5 cards. Slots are filled from Small decks when possible – then filled from the Main deck. Always refill empty Slots immediately.
9. When filling from the Main deck, it is entirely acceptable to place any suit in any Slot.
10. If you ***Acquire*** a card from ***Exile***, you still ***Take*** a unless it was a .
11. When an icon is ***Treated as*** (see page 39) another icon via any effect, the original icon is no longer present.
12. At the end of your turn, do not forget to add 1 from the Supply (not one of your own!) on a Market card.
13. You may spend to Pay for 1 or 2 of cost.

14. Only cards may be Recalled or Abandoned, not cards.
15. When using Trade Routes, all players gain an extra token.
16. When activating the ***Trade*** keyword, you can ***Pay*** 1 to gain 1 .

CAMPAIGN LOGS

PLAYER NAME		PLAYER NATION		
PLAYER SCORE	**BOT NATION**	**BOT SCORE**	**WIN/LOSE**	**CARD ADDED (REMOVED)**

PLAYER NAME		PLAYER NATION		
PLAYER SCORE	**BOT NATION**	**BOT SCORE**	**WIN/LOSE**	**CARD ADDED (REMOVED)**

PLAYER NAME		PLAYER NATION		
PLAYER SCORE	**BOT NATION**	**BOT SCORE**	**WIN/LOSE**	**CARD ADDED (REMOVED)**

PLAYER NAME		PLAYER NATION		
PLAYER SCORE	BOT NATION	BOT SCORE	WIN/LOSE	CARD ADDED (REMOVED)

PLAYER NAME		PLAYER NATION		
PLAYER SCORE	BOT NATION	BOT SCORE	WIN/LOSE	CARD ADDED (REMOVED)

PLAYER NAME		PLAYER NATION		
PLAYER SCORE	BOT NATION	BOT SCORE	WIN/LOSE	CARD ADDED (REMOVED)

SOLO MODE TRADE ROUTE TABLES

TRADE ROUTE	COMMERCE EFFECT	PROFIT EFFECT
Welcoming (Fame)	Resolve the top card of the dynasty deck. The owner of this MAY draw a card.	Resolve the top card of the main deck. If it is a 0 VP card, gain 1 .
Andes Highway	Gain 2 and 1 .	Put the top card of the discard pile onto the top of the bot deck. Gain the top card.
Baltic Amber Road	Return a from discard; if unable, gain 2 .	Break through for a and discard it.
Cornwall Tin Road	Acquire a ; if unable, discard the top two cards of the bot deck.	Discard the top card of the dynasty deck.
Eastern Silk Road (Tang)	Discard the top card of the bot deck. Acquire a .	Break through for a / / / .
Hopewell Exchange System	Discard the top card of the bot deck. Discard the top card of the dynasty deck.	Gain 3 and 2 .
Lapis Lazuli Trade	Acquire a ; if unable, gain 4 .	Break through for a .
Maritime Spice Road (Abbasid/Aksumite)	Acquire a (including from exile); if unable, gain 1 .	Resolve the top card of the bot deck.
Philippines Jade Trade	Acquire a card in slot #1 or slot #2 of the market.	Break through for a and resolve it.
Swahili Coast	Discard the top card of the bot deck and gain 1 .	Break through for a .
The Nile Corridor	Resolve the top card of the bot deck.	Break through for a .
Trans-Saharan Trade (Wagadou)	Acquire a card in the market with on it; if unable, gain 3 and add 1 to the market card in the slot.	Gain 1 per the bot has in play.
Western Silk Road (Abbasid/Sassanid)	Return a from discard. Gain 1 .	Resolve the top card of the bot deck. Discard the top card of the bot deck.

END OF TURN EFFECT (RESOLVE FIRST APPLICABLE)	MERCHANTS	MERCHANT EMPIRE
	Acquire a , if able.	Acquire a , if able.
	Pay 5 to gain the top card and flip to Merchant Empire.	Resolve all profits, where able.
	Resolve all profits, where able.	Pay 3 to acquire a / , if able.
	Trade, if able.	Trade, if able.

BOT'S TRADE PRIORITY

1. with most (but fewer than 3).
2. Own .
3. Where tied, first available on the Trade Route chart above.